

# THE CHRONICLES OF RIDDICK™

## ASSAULT ON DARK ATHENA

### prima official game guide

written by:

michael knight



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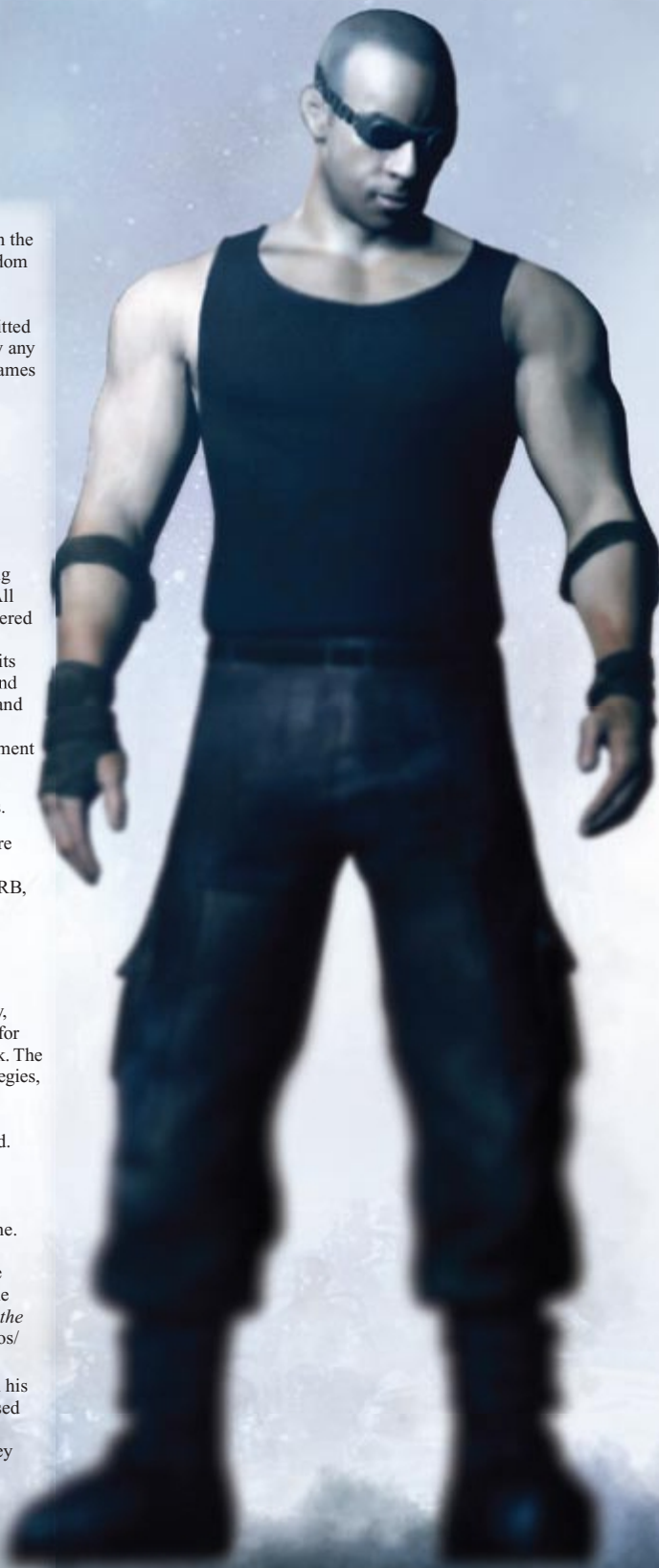
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We want to hear from you! E-mail comments and feedback to [mknight@primagames.com](mailto:mknight@primagames.com).

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# Survival Training

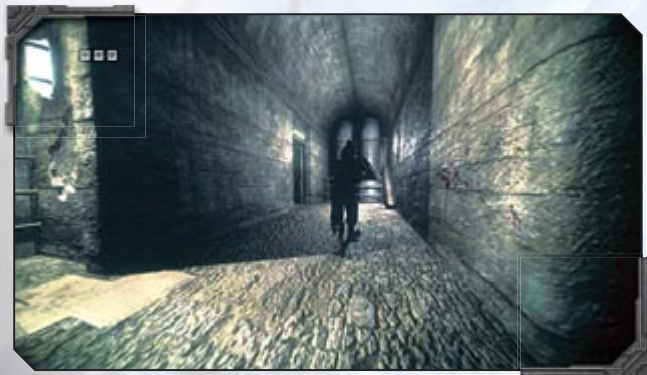
Riddick and Johns have managed to escape from one of the galaxy's worst and most secure prisons. However, if they think all of their trouble is behind them, they are in for a surprise. In *The Chronicles of Riddick: Assault on Dark Athena*, you take control of Riddick. Your ship and your fellow escapee have been captured by the mercenaries crewing the massive space ship the *Dark Athena*. On your own, you must find some way to escape your current predicament. As you make your way through this massive ship, you will have to use a combination of stealth and combat while facing off with mercenaries and their unwilling cyborg drones. Do you feel up to this challenge? Before figuring out how you are going to get off the *Dark Athena*, it is a good idea to go over the basic tactics and strategies you will need to survive on your own. This chapter discusses the importance of stealth, goes over hand-to-hand melee combat and using firearms, and examines the importance of thinking before acting.

## Stealth

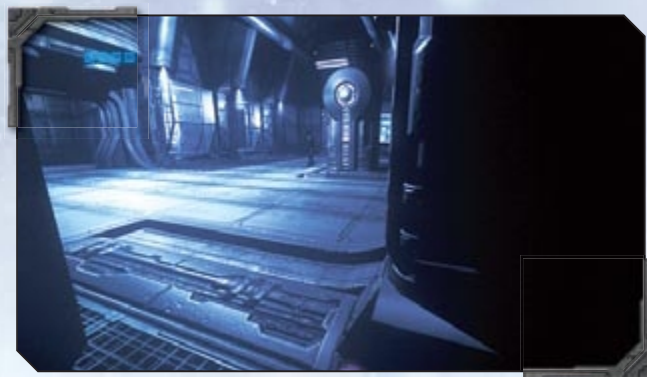
Maintaining stealth is the most important factor in a successful escape. Although it's possible to fight your way through level after level, it's safer and more rewarding to slip past guards unnoticed. Before you start sneaking around, it's important to understand clues that might give away your position. Guards and other enemy units are perceptive to visual and audible cues. Not only do you have to stay out of sight, but you have to remain silent also. Fortunately, stealth mode addresses both of these issues.

### Stealth Mode

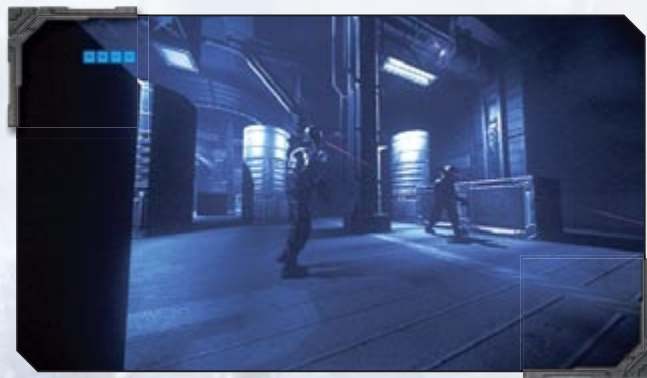
When standing, you're visible. Plus, when moving, your boots thump the ground with each step. This is no way to sneak around.



Instead, press the stealth button to drop into stealth mode. In stealth mode Riddick crouches, making him harder to see even in well-lit areas. In addition, Riddick's movement slows, reducing noise to inaudible levels. Riddick's view widens [like a wide-angle lens], increasing your peripheral vision.



The major benefit of stealth mode is Riddick's ability to disappear into shadows. You know you're completely out of sight when a blue hue washes over the screen.



As long as you're out of sight, guards can walk past you without noting your presence. Use this opportunity to attack them from behind or sneak past them.





However, if enemies with flashlights or searchlights are looking for you, they will still see you if they shine the light on you.

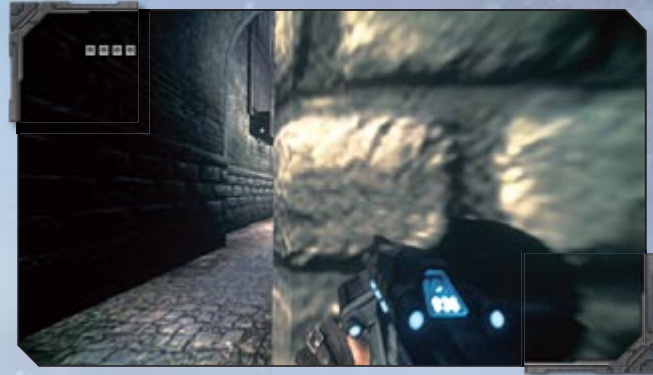
## Leaning



Before rushing around a corner, always lean out to peek into the next area. Approach a wall and press the lean button while moving left or right to lean in the appropriate direction. You can also peek up over an object by pressing lean and moving up.



Leaning allows you to reconnoiter an area before advancing. Stay in stealth mode to remain out of sight. If you lean around a corner while standing, you may be spotted.



Leaning is not only useful for looking for the enemy, it is great for combat. Lean around a corner to fire at enemies. When they start firing back, stop leaning to duck back behind cover. This tactic also reduces the target you provide to enemies.

## Covering Your Tracks

At times it is necessary to neutralize an enemy. However, leaving a trail of bodies behind may alert the enemy to your presence.



A good tactic is to hide bodies when playing through an area using stealth. When you are crouched down in stealth mode, you can drag bodies. Walk over to a body and press the use button, then pull the body into the shadows where it will not be seen.

### TIP

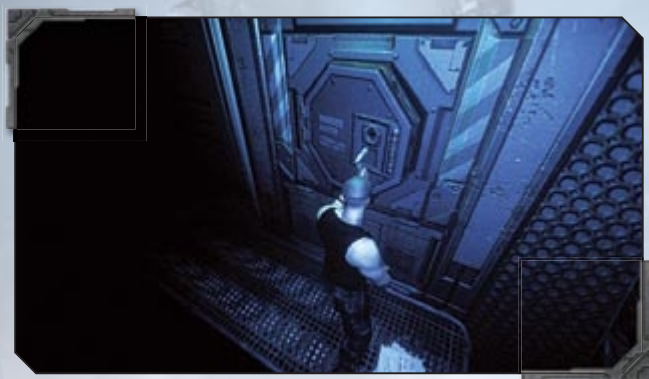
You can also push or toss a body forward. While crouched, move over to a body and press the fire button to shove it over a ledge.



## Ducts and Shafts

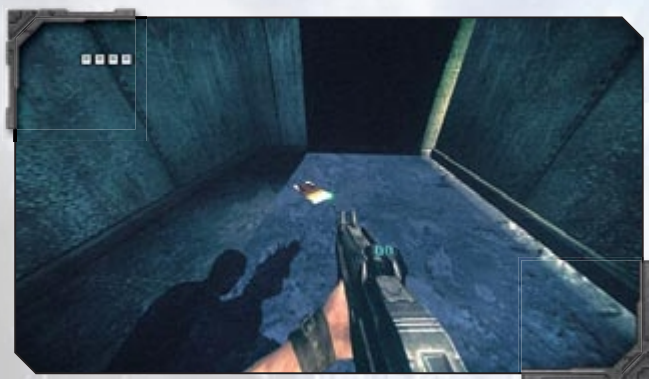


Ventilation ducts run throughout the *Dark Athena* and *Aguerra*, allowing you to move around without being seen.



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You need a vent tool to open ventilation hatches. You must find a prisoner on the *Dark Athena* who can make a vent tool for you.

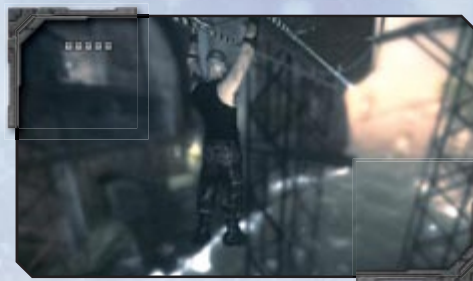


By sticking to ventilation ducts you can usually circumvent heavily defended areas. Along the way you may find bounty cards.



Ducts are usually capped by mesh gratings. Press the use button to kick out these gratings. But before you do, watch for patrolling guards on the other side. You don't want to encounter an alert guard as you crawl out of a duct.

## Hangrails and Ledges



Keep an eye open for hangrails like this one. Press the use button to grab it.



Wherever a hangrail is, there's an opportunity to sneak over guards. Guards don't look up unless you draw their attention, so remain silent and cross without being seen. When you reach the end, press the use button to drop down.

The same goes for ledges. Use ledges like this one to access areas you can't otherwise get to.



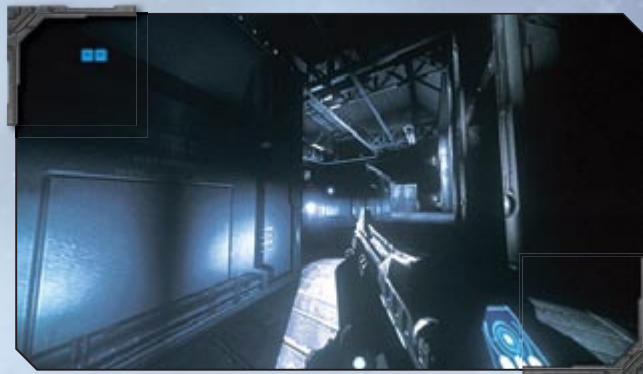


You can also grab onto and shimmy around hanging from small pipes. They act just like ledges.

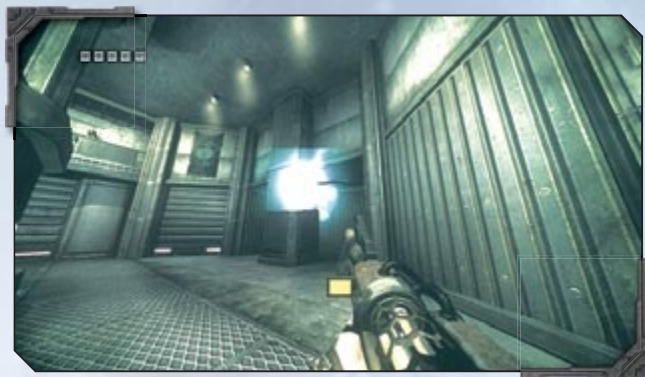


### TIP

In the darkness, use Riddick's eyeshine ability by pressing the eyeshine button. This ability allows Riddick to see in total darkness, giving him a tremendous advantage.



## Embrace the Darkness



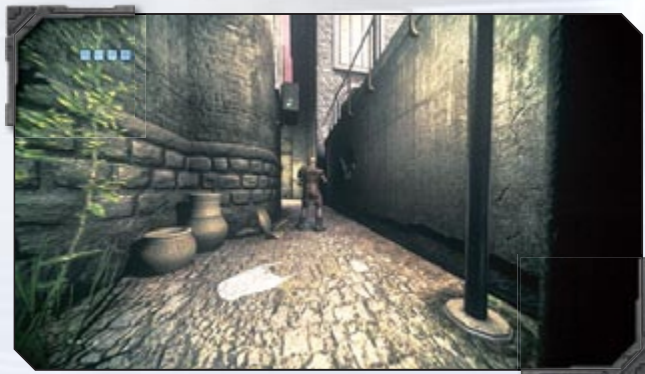
Shadows are Riddick's best friends. But sometimes shadows aren't available. In such cases, make shadows by shooting out the lights. Not all lights can be shot out, but some can to make great hiding places and to give you an advantage.

When you're hiding in the darkness, the biggest threats are guards who activate their weapon's integrated flashlight. If they shine the light in your direction, your cover will be blown. Either avoid these guards entirely or take them out before they see you.

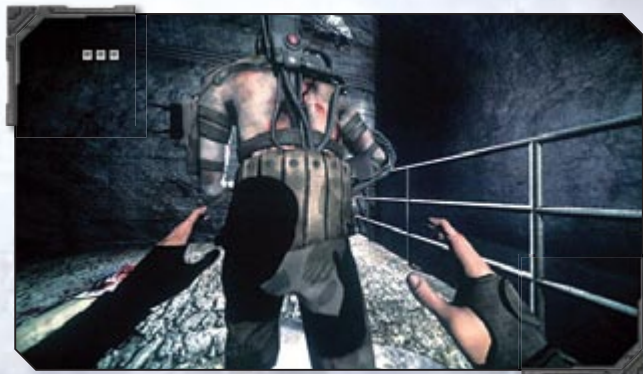
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## Combat

No matter how careful you are, sometimes combat is unavoidable. When faced with a combat situation, think defensively first. Is a fight really necessary? Is there a way to escape? If there's no other way out of the fight, take the following topics into consideration and apply them as necessary. Even if you're outgunned or outmuscled, by fighting smart you will emerge as the victor.

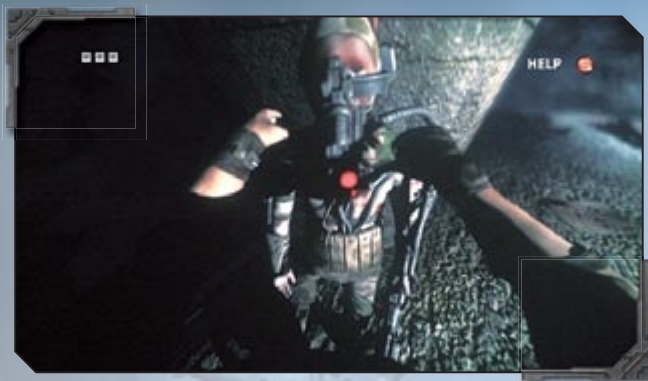


Whenever possible, drop into stealth mode and sneak up behind your enemies to attack.

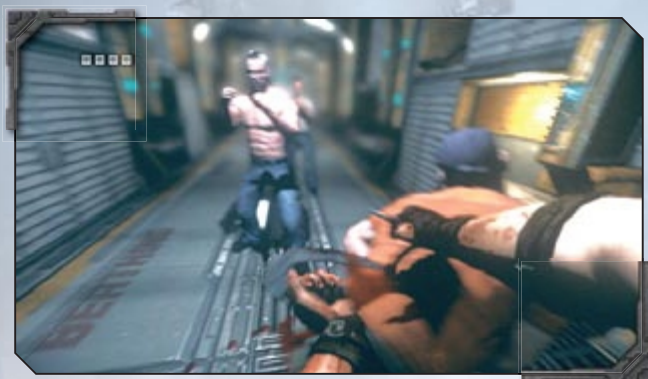


Riddick's hands appear at the bottom of the screen, indicating that you're close enough to attack.

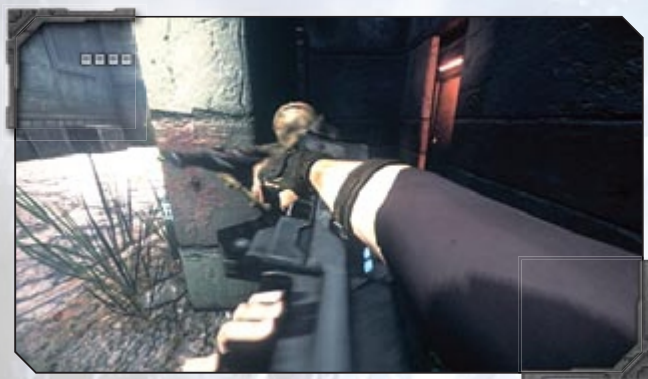




If your hands are empty, Riddick performs a simple neck-break maneuver, killing the enemy instantly and silently. This stealth kill is a great way to take out an enemy without alerting others to your presence.

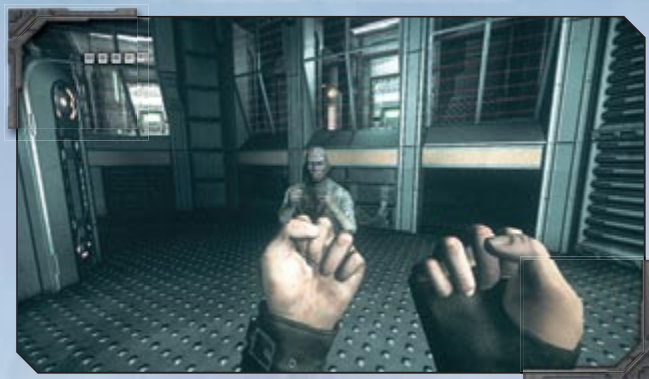


Use a weapon like a knife or a club to deliver an equally lethal and silent attack from behind.



The butt of an assault rifle or shotgun can also work to eliminate a threat when you press the melee button. Just make sure you stand up before swinging.

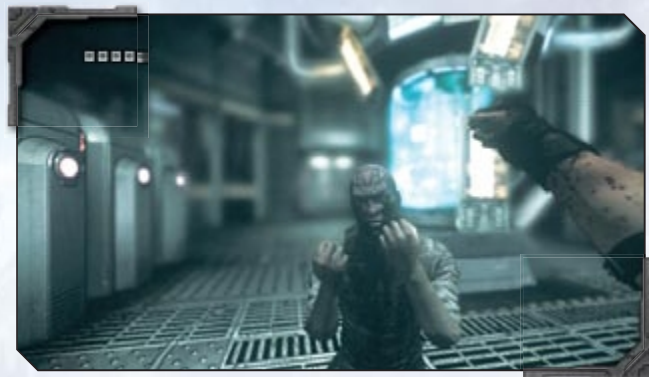
## Melee Combat



Since you are unarmed for part of the time, it is important that you know how to fight hand-to-hand. Your first concern is blocking incoming punches by pressing and holding the block button. Riddick raises his arms in defense. While blocking, you can't move, but you can rotate to face the opponent.



Study your opponent's attack pattern before throwing your first punch.



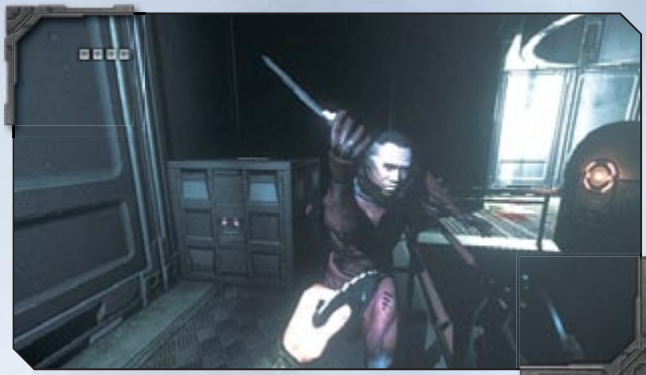
Press the move buttons or move the control stick while pressing the punch button to throw different types of punches. For best results, stick with jabs. They're not very powerful, but they're quick, allowing you to block before your opponent retaliates. See the table below for details on how to throw different punches.



## Fighting Moves

Attack	Buttons
Block	Block button
Right Jab	Punch button
Left Jab	Left plus punch button
Elbow Strike	Up plus punch button
Uppercut	Down plus punch button
Counter/Lethal Move	Punch button when hands flash

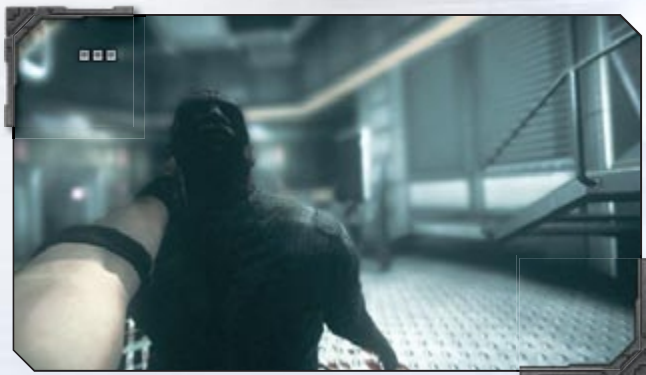
## Stick and Move



If you face an opponent who's armed with a club or knife, blocking doesn't do you any good. Instead, keep your distance and be prepared to step out of the way as your enemy swings or slashes.

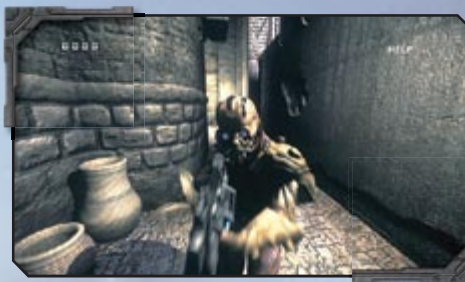


After he swings, rush in and attack with a quick jab, then back away before he retaliates.



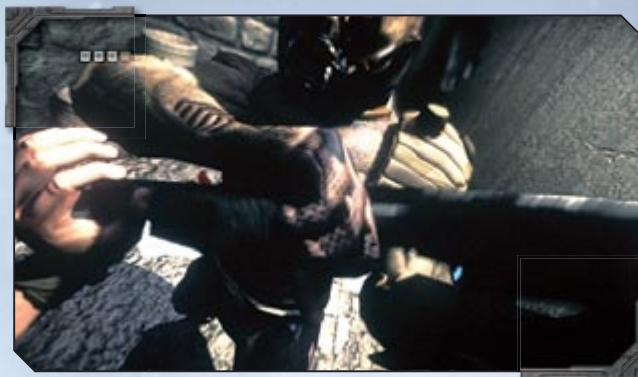
When your opponent is off balance, throw a series of quick punches. As he stumbles backward, the enemy won't have a chance to regain his composure. Keep up the attack until he falls. If you're feeling confident, try for a counterattack.

## Counters

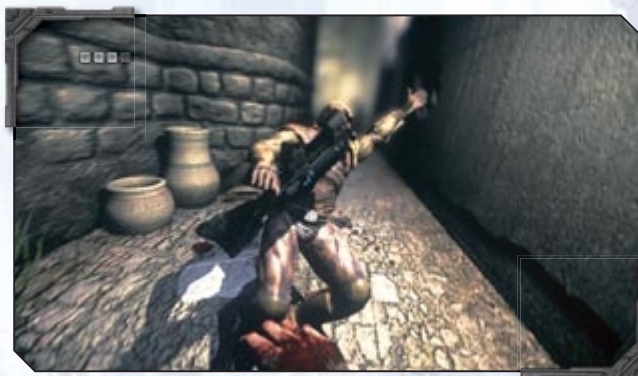


At times you must assault a merc armed with a firearm. You're at an obvious disad-

vantage, but if you can move in to close range, you help even the odds.



As soon as you move within a few feet, the merc gives up on shooting you and starts smacking you with the firearm's butt. Each strike knocks you back, so keep pushing forward. If you're not careful the guard will knock you back several feet and then fire the weapon—don't let this happen.



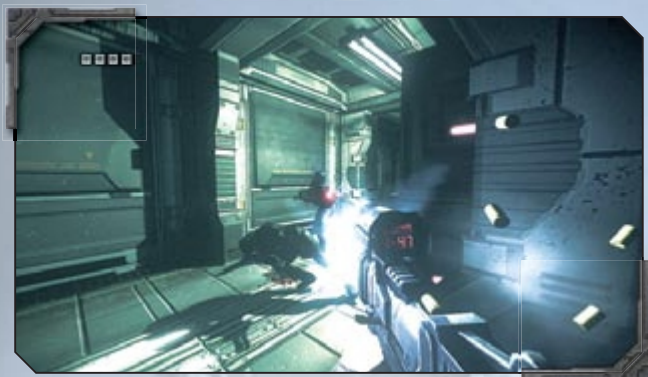
Instead, watch the merc's movements and your hands. Wait for your hands or melee weapon to flash, then press the punch button. If your timing is right, Riddick grabs the guard's weapon and turns it against him. The same maneuver works against enemies armed with melee weapons and allows Riddick to finish the fight with an extreme move that results in the enemy's death.



## TIP

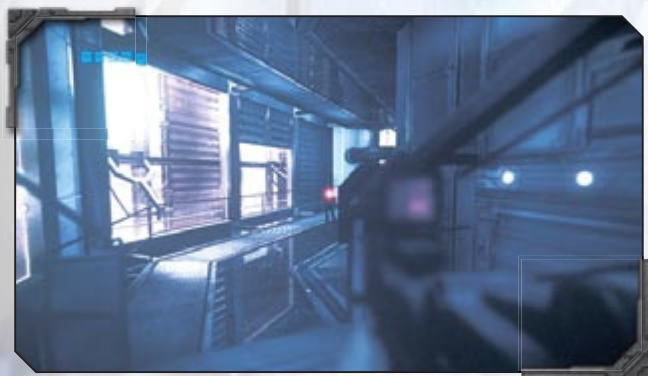
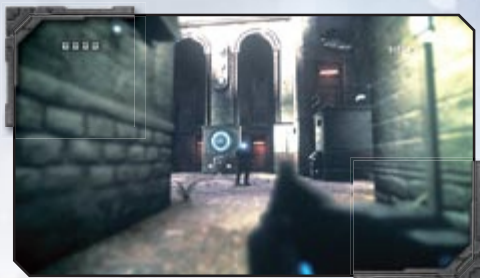
You can assign two weapons as hot keys or hot spots. It is a good idea to have the vlaks as one of these and your most frequently used firearm as the other. These are weapons that you want to be able to quickly select in the heat of combat.

## Firefights



Firearms put Riddick on even footing with the enemies. But you still have to fight smart to survive. Just because you have a firearm doesn't mean you should run around blasting everything. If possible, use stealth to your advantage—even in a firefight.

When taking a shot against an enemy, it is best to try for a headshot.

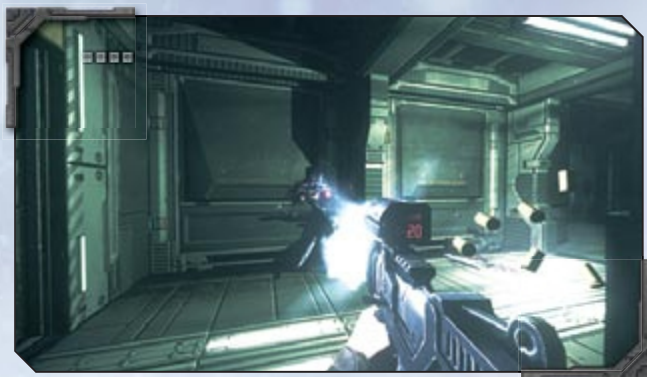


To ensure a kill, press the aim button to zoom in on the enemy's head. If you're using an accurate weapon like the assault rifle, one shot does the trick. Remember; if you fire and miss, the guard will turn and open fire on you.



If a firefight breaks out, always seek some sort of cover. Doorways and crates work well.

When you want to fire back, lean around the cover to take your shot. This keeps you safer than standing out in the open.



When using the assault rifle, avoid going overboard with automatic fire. When fired automatically, the rifle bucks wildly due to recoil. This throws the weapon off its target. In addition, the large muzzle flash has a blinding effect, obscuring your view of the target. Instead, fire the rifle in short bursts to negate the effects of recoil.

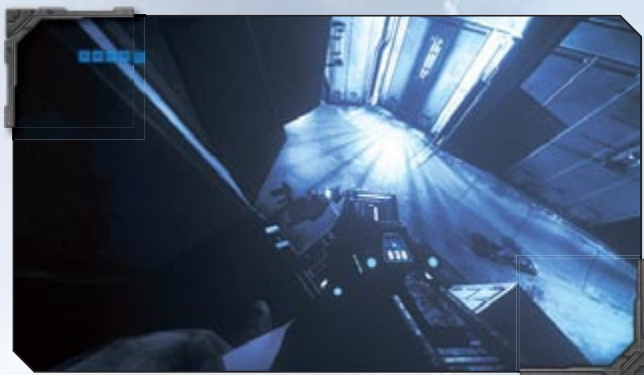


Unlike the assault rifle, the shotgun fires semi-automatically, making it a bit easier to control. However, for optimal effect, use this weapon at close range.

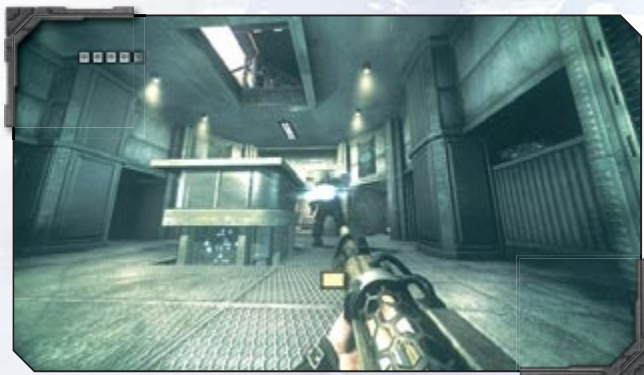




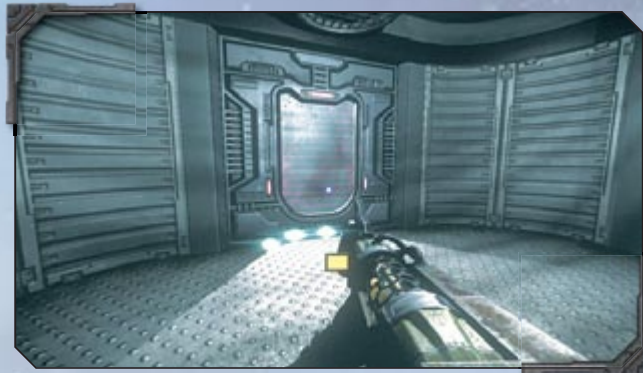
The tranquilizer gun can be quite effective. Stun enemies with a single shot. Then you can move in to finish your foe off with a kick by moving next to the body and pressing the fire button.



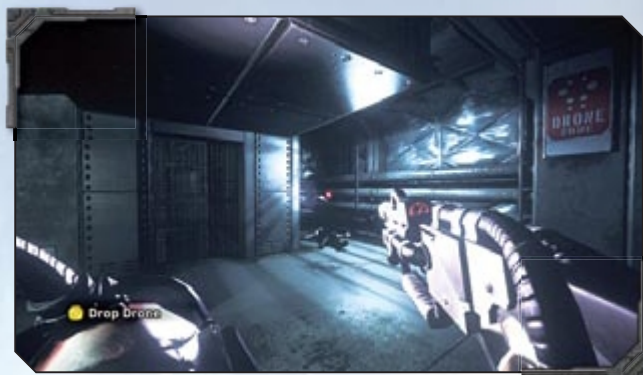
If you can't get close to stunned enemies to finish them off, then fire a single round from another weapon to kill them.



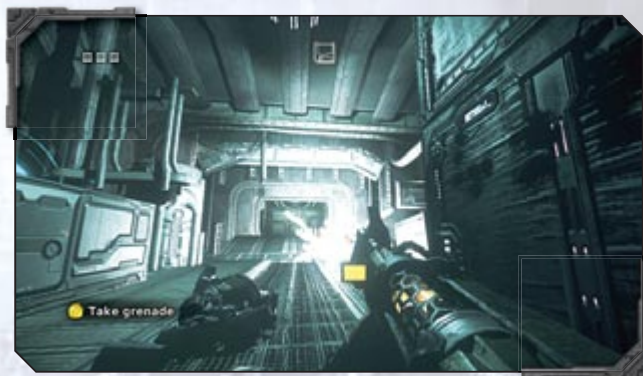
The SCAR gun can kill most enemies when you hit them with a round and then detonate it. This makes it better than the tranquilizer gun. However, you have to make sure you hit the enemy because it takes a couple seconds to load another round.



You can also fire several SCAR rounds at the floor or against walls to use as mines. When an enemy gets near them, detonate the rounds. Try lining a doorway or corridor with them and then watch the fireworks when you detonate five rounds with a group of enemies right in the midst.



After killing a drone, you can pick up the drone and use its gun. The drone does provide a bit of cover for you, and you get to use its assault rifle. However, you can only move backwards when holding a drone and can't reload the weapon after firing off the entire clip.



After killing an alpha drone, you can pick up its grenades one at a time. However, as soon as you pick one up, the fuse begins to burn. This gives you just a few seconds to throw the grenade before it detonates. Use these grenades to blow up obstacles or even other enemies.



# Tools of the Trade

As he tries to make his escape off of the *Dark Athena*, Riddick will need some help. He must use various weapons and equipment not only to neutralize threats, but also to gain access to various parts of the ship. Here you will find out about each and every weapon and tool as well as how to best use them.

## Melee Weapons

### Hairpin and Blades

**Description:** Riddick acquires a hairpin from Revas right at the beginning of the game. It is essentially a dagger that you can use for both stabbing and slashing.

**Tactical Notes:** Combat knives, scalpels, and other blades function the same way as the hairpin; you can use the same tactics for all of them. Although the hairpin causes less damage than the club, its speed makes it preferable when going toe-to-toe with an opponent. A series of quick slashes with this weapon can drop an enemy in a few seconds. Fighting tactics should resemble regular hand-to-hand combat; block incoming strikes and wait for the right opportunity to slash. Do not stick and move when an opponent is also armed with a blade—since blades can strike quickly, it is difficult to get out of the way.



#### Hairpin and Blades Fighting Moves

Attack	Buttons
Block	Block button
Downward Slash	Attack button
Left-to-Right Slash	Left plus attack button
Stab	Up or down plus attack button
Counter/Lethal Move	Attack button when weapon is flashing

#### TIP

The quickest way to down an opponent with the hairpin is to intercept an incoming strike by pressing the attack button when the hairpin or blade flashes. Riddick grabs the attacker's arm and shoves the hairpin or blade into the enemy's neck.

### Club

**Description:**

Use a club when you really, really want to hurt someone. A few good whacks

with one of these on an easier opponent, and he ain't getting back up.



**Tactical Notes:** This two-handed weapon is devastating in a fight, but it's also clumsy. The club's heavy weight requires long windups before delivering a strike, leaving the wielder open to attack. A quick target can dodge the incoming blow. For this reason, reserve the club for surprise attacks when you can whack your opponent in the back of the head. When facing an enemy with a club, use the stick-and-move technique to strike, then backpedal before your opponent can swing. Unless you have a club of your own, don't block an incoming strike. Instead, step out of the way to stay alive.

#### Club Fighting Moves

Attack	Buttons
Block	Block button
Right-to-Left Swing	Attack button
Left-to-Right Swing	Left plus attack button
Overhead Smash	Up plus attack button
Chin Strike	Down plus attack button
Counter/Lethal Move	Attack button when weapon is flashing

#### TIP

When equipped with the club, you can block all incoming strikes, including slashes and stabs from a blade. The only exception to this rule is a strike delivered with the butt of a firearm.



## Ulaks

**Description:** These curved fighting blades are the ultimate melee weapon. Riddick picks them up while on the *Dark Athena* from a merc he kills.



**Tactical Notes:** Once you have the ulaks, there is little reason to use any of the other melee weapons. When in hand-to-hand combat with an enemy merc, especially one of the leaders, it is a good idea to switch up your fighting moves. Try starting with a basic slash, quickly hitting the enemy before he or she can block, then follow it up with a slash up, and then the combo. This series of moves inflicts a lot of damage, so you are set up for a counter if those moves have not already killed the enemy. Ulaks are also great for sneaking up on enemies, such as drones, from behind to stealthily kill

them. The ulaks are one weapon you want to be able to switch to immediately. Set them as one of your hot buttons or hot keys so you can quickly pull them out for a melee attack.

### Ulak Fighting Moves

Attack	Buttons
Block	Block button
Right-to-Left Slash	Attack button
Left-to-Right Slash	Left plus attack button
Right, Left, Double Outward Combo	Up plus attack button
Slash Up	Down plus attack button
Counter/Lethal Move	Attack button when weapon is flashing

### TIP

When fighting against an alpha drone, it is important to have your ulaks ready to use as soon as you stun this enemy. Only with the ulaks equipped can you move in to finish off these tough enemies.

## Firearms

### Gun

**Ammo Capacity:** 14

**Fire Mode:** Semi-automatic

**Description:** A simple, single-fire weapon, the gun is reliable but not very powerful.



**Tactical Notes:** This pistol may not look like much, but it's more than capable of getting the job done, especially if you're using it for headshots. This is most effective when targeting stationary unsuspecting enemies. The gun is also useful for shooting out lights, regardless of distance. As a rule, use the pistol whenever one bullet will do the job. If you're not sure if one bullet can ensure the kill, defer to the shotgun or assault rifle.

**Description:** Good up close or from a distance, this automatic rifle pumps out rounds until you decide your target is dead, or until you get bored with shooting the dead corpse for fun, whichever comes first.

**Tactical Notes:** The assault rifle is the most well-rounded weapon in the game. Pick one up as soon as you can, and be sure to collect ammo for it after killing mercs armed with this weapon. The assault rifle is fully automatic, capable of spitting out a wall of lead within a few seconds. When fired in long bursts, the rifle bucks out of control, reducing accuracy. For this reason, squeeze the trigger and release, firing no more than two or three rounds at a time, especially when engaging targets at long range.

The assault rifle is also fitted with a flashlight you can activate by pressing the light button. This comes in handy for finding your way through dark ducts and other shadowy areas. But the flashlight also gives away your position, so use it sparingly.

### Assault Rifle

**Ammo Capacity:** 38

**Fire Mode:** Auto-matic





## Shotgun

**Ammo Capacity:** 8

**Fire Mode:** Semi-automatic

**Description:**

The modern flesh destroyer, this weapon is extremely powerful and messy at close range, but ineffective at a distance.

**Tactical Notes:** When it comes to combat at close quarters, nothing performs as well as the shotgun. For best results, use this weapon when you're within a few feet of your target, particularly if you're going against a merc wearing body armor. At greater distances the shotgun's buckshot spreads out, making accuracy unpredictable. It's possible to fire a shell at a distant target and miss. Because of the shotgun's lack of range, sneak in to close range before firing. Avoid getting into firefights with enemies armed with assault rifles. You won't survive unless the engagement occurs at close range.

Like the assault rifle, the shotgun is equipped with a flashlight. Turn it off when stealth is necessary.



### TIP

Many times the weapon you choose to use in an area is dictated by the weapon carried by the enemies you are killing. While the assault rifle might be a better weapon, if the mercs you are engaging are carrying SMGs, and dropping this type of ammo, wield the SMG since you can easily replenish the ammo you are expending during the firefight.

## Tranquilizer Gun

**Ammo Capacity:** Unlimited

**Fire Mode:** Semi-automatic

**Description:** This gun stuns your opponents with a powerful jolt of electricity. But take care of your business quickly—they'll wake up after a while.



**Tactical Notes:** If you don't have access to a proper firearm and can't move within melee attack range, the tranquilizer gun is a lifesaver. This device fires a small electrical charge that temporarily stuns an opponent. When hit by this charge, the opponent collapses to the floor, writhing in pain. You have a few seconds to sneak past the enemy or to approach and finish the job. The quickest way to kill a stunned opponent is with a stomp from your boot. Press the fire button while looking down at the stunned enemy to deliver this devastating attack. The trunk gun fires slowly, requiring that you manually cock it after each shot. For this reason, use the trunk gun in situations where you can deal with one enemy at a time.

### TIP

Press the aim button when using the assault rifle. This provides a zoomed-in view, making it easier to line up your sight for making headshots on enemies.

## SMG

**Ammo Capacity:** 60

**Fire Mode:** Automatic

**Description:** Carried by mercs, the SMG is great for short- to medium-range combat and allows for a high rate of automatic fire.

**Tactical Notes:** The SMG has a clip more than 50 percent larger than that of the assault rifle and also has a higher rate of fire. However, each round causes less damage, and, due to its shorter barrel length, the SMG is not as accurate. The SMG is good for clearing out several enemies up close. However, when engaging targets not at point-blank range, fire in short bursts to improve your accuracy. For operations in the dark, the SMG comes equipped with a flashlight.



### TIP

The tranquilizer gun can actually be your main weapon if you are good at hitting enemies with a single shot. One shot immediately drops a foe, while an assault rifle or SMG requires several hits for a kill or to stop enemies from firing at you. The trunk gun can be used at long range, but it is difficult to hit moving targets from a distance.

## SCAR Gun

**Ammo Capacity:** Unlimited

**Fire Mode:** Semi-automatic

**Description:** The SCAR (sonic compressor assault rifle) is an energy-based weapon that recharges itself automatically. It shoots projectiles that stick to the world and characters. These projectiles can then be detonated using the alternative fire button.





**Tactical Notes:** The SCAR is a great weapon. Once you get it on Aguerra, you will want to use it constantly. You can fire up to five rounds before you have to detonate them. A single round will kill most enemies. Alpha drones, on the other hand, require 4–5 rounds detonated simultaneously in order to stun them. You do not even have to get direct hits on enemies to kill or wound them. Instead, detonating a round at the feet of an enemy usually does the job. If you know enemies are headed your way, fire several SCAR rounds across a walkway or other area and detonate them when the enemy is right next to them.

SCAR rounds can also be used to move items such as crates and containers. The more rounds you use, the greater the push they will provide. But wait, there's more! SCAR rounds will bust down wooden doors and can be used to release latches holding doors, elevator platforms, and even ladders. Look for flashing objects in the environment, and then shoot them with the SCAR to see what happens.

### TIP

Though the SCAR has unlimited ammo, it takes a couple of seconds to load a new round after firing. If enemies get in close, switch to the assault rifle or other weapon since a miss with a SCAR round could allow the enemy to cause you some major damage.

## Sniper Rifle

**Ammo Capacity:** 6

**Fire Mode:** Semi-automatic

**Description:** This weapon is designed for long-range combat.



**Tactical Notes:** The sniper rifle is available during multiplayer games, and as a reward for completing the "Gabril" side mission during the *Assault on Dark Athena* campaign. (See Appendix C for more details.) Since it is semi-automatic, you need to make each shot count. It is dangerous to use the sniper rifle against enemies at close range. Instead, use it for killing enemies at long range. Take the time and press the aim button to bring up the scope view so you can go for those headshots and kill enemies with a single round before they even know you are in the area. When firing the sniper rifle, try to find some cover and then lean around a corner or peek over the top to take your shots. This tactic will help you to live longer.

## Grenade Launcher

**Ammo Capacity:** 6

**Fire Mode:** Semi-automatic

**Description:** Only available during multiplayer games, the grenade launcher can be a real blast.



**Tactical Notes:** The grenade launcher fires fragmentation grenades in a parabolic arc due to its lower muzzle velocity. These grenades explode after a 2–3 second fuse. You can fire them so that they bounce around a corner or skip under an obstacle to land at the feet of your enemies. The down side of the grenade launcher is that the ammo is somewhat limited, and it can be dangerous to yourself to use it against enemies at close range. Be sure to have an assault rifle or other weapon you can quickly switch to when you get low on grenades or need to kill someone up close.



# Equipment

## Vent Tool

**Description:** This tool helps you open sealed vents so you can explore and get deeper into the *Dark Athena* and the buildings on Aguerra.

**Notes:** This is one of the most critical pieces of equipment in your inventory, allowing you to access ducts and move through areas without being noticed by the enemy. When you have a vent tool, look everywhere for ventilation hatches. They are on walls, ceilings, and floors. In most cases, opening a ventilation hatch allows you to access alternative routes and shortcuts. To get a vent tool, you will have to provide Silverman with the necessary parts so she can construct one for you.



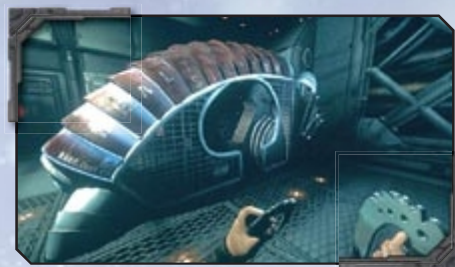
green diamonds on the machine's display, which disappear as you take health from the machine. If a NanoMed machine is empty, no lights appear and you must recharge the NanoMed unit with a NanoMed cartridge.

**Notes:** Before using a NanoMed health unit, make sure the surrounding area is clear of enemies. This includes patrolling drones or mercs that may barge into the room to surprise you. While using the machine you temporarily lose control of Riddick, plus your back is turned, leaving you open to attacks.

## NanoMed Health Station

### Description:

In addition to healing, health stations give Riddick one extra health box.



### Notes:

Health stations are rare and should be used anytime you find one. Even if you don't need to be healed, use these stations to gain an extra health box. Attaining health boxes allows you to take more damage, increasing your chances of survival.

## NanoMed Cartridges

**Description:** When you need health and a NanoMed health unit is empty, this cartridge will recharge the machine, allowing you to get health from it.

**Notes:** Look all around for these cartridges. They are often found behind objects or in dark corners. A NanoMed health unit must be empty before you can charge it with a cartridge. Approach an empty machine (indicated by the lack of green lights) and press the use button. Riddick automatically installs the cartridge, recharging the machine. After the machine is recharged, use it to heal. Cartridges only work on NanoMed health units, not health stations.



## NanoMed Health Unit

### Description:

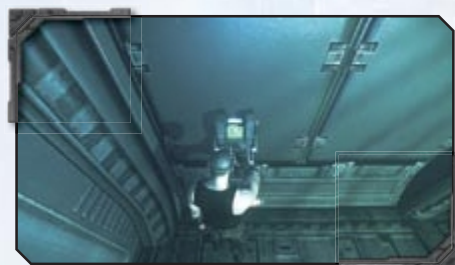
You can regain health boxes by using a NanoMed health unit. To heal, approach the unit and press the use button. A NanoMed machine only replenishes up to four health boxes. This is indicated by the four bright



## Key Cards

### Description:

Use these coded cards on keypad-locked doors to access new areas.



### Notes:

Merc leaders drop key cards. In most cases, a key card can unlock all keypad-locked doors within a level. If you come to a locked door you can't open, retrace your steps through the level and scan the ground for a key card you may have missed.



## Operator Key

**Description:**

This key allows you to use the drone control machines.

**Notes:**

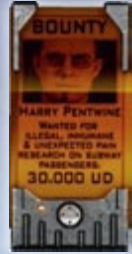
The ghost drones throughout the Dark Athena and Aguerra can be remotely controlled by mercs from drone control rooms. After killing a merc who has an operator key, you can then use the drone control machines once you get into a control room. While controlling a drone, your view changes to what the drone sees and you can perform many of the same actions, such as walking, crouching, firing your weapon, and even reloading the weapon. Drones can't change weapons or climb ladders.



## Bounty Cards

**Description:** Bounty cards unlock special features in the game.

**Notes:** Bounty cards can be found throughout the *Dark Athena* and on Aguerra. Most of these packs are throughout the levels, lying on the floor or hidden in ducts and other out-of-the-way locations. Each bounty card collected unlocks exclusive content relating to the game. To access these items, select the Extra Content option from the main menu. To see which cards you have collected, select Collects from the Journal/Inventory menu while playing the game.



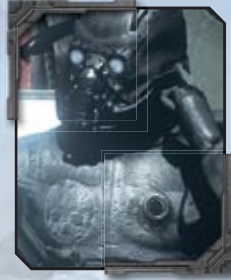


# Enemies and Threats

On the *Dark Athena* as well as on Aguerra, just about everyone and everything you come across is a threat. In order to survive, it is vital that you know your enemies' strengths and weaknesses. This will give you an advantage during combat situations. Let's take a look at what is trying to kill Riddick and how you can emerge alive.

## Mercs

**Description:** Mercs are skilled and organized bounty hunters. But that's not their only form of employment. These guys will do anything for money—and violence is not a major issue. *Dark Athena* mercs are even more vicious than those found elsewhere in the universe, and they have expanded into enterprises that border on piracy. Riddick will come across different variations of mercs.



**Tactical Notes:** Mercs are the standard enemies you face on the *Dark Athena* and on the surface of Aguerra. Early in the game, the mercs usually stand and fight. However, as you progress, the mercs become more mobile and move around a lot as they fire at you. Mercs can be armed with a variety of weapons. Some will fight you with

their fists while others carry clubs or knives. However, most use assault rifles or SMGs, with some shotguns thrown in for good measure. Try to avoid getting into firefights with mercs if you can avoid it. If you must neutralize some mercs, don't fight fair. Try to sneak up on them from behind or shoot them in the head when they are not expecting any trouble. If you do find yourself in a firefight—especially if you are outnumbered—be sure to get behind some cover. The positive aspect of mercs is that if they are armed when you kill them, you can pick up their weapon or ammo for weapons you already have in your possession.

### TIP

Stay in the shadows to hide when around mercs. However, if they are carrying a weapon featuring a built-in flashlight, you need to find more substantial concealment than just the darkness.

## Ghost Drones

**Description:** The grotesque inhabitants of the *Dark Athena*, these once-men warriors are the pride of Captain Revas and her pirate cooperative. Drones wander throughout the ship, constantly on patrol and alert.



**Tactical Notes:** All ghost drones are armed with an assault rifle that is surgically attached to their right arm. As a result, you cannot pick up ammo or weapons from dead drones. However, you can pick up a drone body and use the weapon until it runs out of ammo. You can't reload a drone gun. Like mercs, drones are more easily killed by headshots. It is also a good idea to sneak up behind them and kill them with a melee attack in order to maintain stealth. If you use the alternative fire button when performing this type of

attack, you will not only kill the drone, but also be able to immediately use the attached gun. This can give you an advantage when fighting several enemies at once.

### AI Ghost Drones

**Description:** This is the natural state of the ghost drone. While the ghost drones are in this mode, the lights attached to their armor glow a bright red, and they operate on their own artificial intelligence.



**Tactical Notes:** While in AI mode, ghost drones patrol a specific area and usually follow the same path over and over again. Once they detect a threat, such as yourself, they change from patrol mode to attack mode, leave their programmed route, and move towards the threat. As long as you stay in the shadows and



they do not walk right into you, these drones will not detect you and will continue on their patrols. Observe the paths they walk for a few minutes to learn their patterns. Then you can make your move from shadow to shadow to get through areas patrolled by these drones.

## TIP

When trying to stay stealthy, listen to the sounds the drones make. If you hear a high-pitched screech, it usually means you or some other threat has been detected by the ghost drone and it is switching to attack mode. Either get ready to kill the drone or start moving away from your current position, since that is most likely where the drone is headed.

## Merc-Controlled Ghost Drones

**Description:** The pinnacle of the ghost drone army! At any time these ghost drones can be controlled by mercs throughout the ship, enhancing their combat abilities and making them twice as deadly. While they're being controlled, all of the lights attached to their armor glow a blinding white. You'll also hear the mercs talking to you through the drones!



**Tactical Notes:** Mercs can control ghost drones from a remote location. These drones act a lot

more like mercs than the AI drones. In addition, their lights can act like flashlights, making it easier for them to detect you hiding in the shadows. Merc-controlled drones not only move faster, they also move around a lot more and do not follow programmed routes.

## TIP

Fire a tranquilizer gun at a merc-controlled drone to stun it momentarily. When it recovers, it will switch to an AI ghost drone. The electrical charge from the tranquilizer gun disrupts and breaks the remote-control connection, forcing the drone to switch to its AI setting—usually in attack mode since a threat has been detected.

## Team Leader Drone

**Description:** These drones are tougher than ordinary drones and dish out more damage.

**Tactical Notes:** Team leader drones act more like higher-level mercs than drones. They come at you quickly and move around a lot, making them difficult to hit with your own firepower. If possible, hide from these enemies and kill them when you can attack from behind cover and from within the shadows. Remember to aim for the head for quicker kills.



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## Alpha Drone

**Description:** These giant enemies are ghost drones on steroids—and a dozen other chemicals and drugs as well. Alpha drones are killing machines sent in to deal with major threats—such as Riddick.



**Tactical Notes:** Alpha drones are armed with a surgically attached minigun and grenade launcher—one on each arm. Not only can these enemies cause a lot of damage, they are nearly impervious to weapons fire. The only way to defeat them is with the SCAR gun. Fire 4–5 rounds at an alpha drone. While doing this, dart in and out of cover to stay away from its deadly firepower. Once all of these SCAR rounds are attached to the alpha

drone, detonate them simultaneously. This stuns the alpha drone and sends it to its knees. Quickly switch to your ulaks and rush in close. When a prompt appears on-screen, press the use button to finish off the alpha drone. You don't have much time, so get in close when detonating the SCAR rounds so you do not have far to move for the killing melee attack.

## TIP

After an alpha drone has been neutralized, you can pick up and use grenades from its launcher. However, as soon as you pick up a grenade, the fuse ignites and you have just a few seconds to throw the grenade before it blows up, causing you a lot of damage if you haven't gotten rid of it.



# Mech

**Description:** These heavily armored assault units carry powerful rocket launchers!

**Tactical Notes:** A mech is a merc inside a suit of mechanized body armor. Each is armed with a rocket launcher and a minigun. The only way to kill a mech is with explosives, since firearms can't penetrate their armor. Therefore, when going up against a mech, you need either grenades from a dead alpha drone or a mech of your own complete with rockets.



If you have neither, then run away. At one point on board the *Dark Athena*, you have to fight against a damaged mech. Since the armor has been damaged, use an assault rifle and aim for the merc inside. Get enough hits and you will kill the merc and then be able to climb into the mech and take it for a spin of destruction.

## TIP

Mechs can be repaired at mech repair stations. These locations also refill your stock of rockets to its maximum load of seven. Be sure to use these stations to keep your mech in tiptop shape.

# Spider Turret

**Description:** Built into pods and deployed from the *Athena*, this turret can attach itself to its designated location. Once locked into position, it functions as a static turret.



**Tactical Notes:** Spider turrets are launched from the *Athena* and deployed on Aguerra. When deployed, they appear like meteors flying through the sky. Once they land, they crawl and attach themselves to surfaces and then scan for enemies. While it's scanning, you can see a red laser beam sweeping through an arc

looking for threats. This beam is a big clue that spider turrets are in the area. Once they detect you, they fire. Their weapons cause a lot of damage, so avoid getting hit. The best tactic for destroying a spider turret is to fire a SCAR round at it either from long range or while leaning from behind cover. Quickly get back into cover and detonate the round to destroy the spider turret.

## TIP

From a distance, you may not be able to see the red laser beam. However, spider turrets appear as bright lights, often on darker surfaces. Aim your weapon at these lights, and if they are in fact spider turrets, your reticle will light up indicating you have targeted a threat.

# Repair Droid

**Description:** The automated repair system aboard the *Dark Athena* dispatches these deadly little machines whenever hull integrity becomes a problem. Be ready. They hurt.

**Tactical Notes:** Repair droids are only encountered outside



of the *Dark Athena* while you are traversing its hull. During this part of the game, you are inside a mech. Fire the minigun at these droids to destroy them. Since they often appear in small groups, let loose with long bursts to blow away all of these threats before they can inflict damage on you.



# Dossiers

As Riddick tries to escape from the *Dark Athena* and then Aguerra, he comes across a number of personalities. Some want to help him. Some want to kill him. Others are just there. This information helps add to the story of *The Assault on Dark Athena*.

## Athena

This merc ship is a military-class vessel equipped with state-of-the-art weapons technology and a crew of 235 mercenaries.

The *Dark Athena* began her career as the *Bellocka MV*. She was built at the Katlin shipyard outside Tangier Six before the Walling Wars. She was later purchased by Irvin Senate and his mercenary corporation. The ship was refitted and renamed *The Locust*.

Senate had her mounted with dozens of Shipbuster cannons, hundreds of Relayer Guns, and a squadron of dogfighters. With a ship this strong the plan was to dominate the region of lawlessness near the Outerzone. Senate appointed his close friend and ally, Yoto, to be his HQ, knowing the man could be trusted completely with the ship and crew.

When Revas took over, she renamed the ship *Dark Athena* in memory of her mother.



## Merces

### Gale Revas

Even as a child Gale Revas was full of piss and vinegar. After her parents were executed for piracy, young Revas took to the slums of Sol Lucia like a fish to water. She was recruited into one of the more violent gangs roaming the grim streets of this failed world, and soon they were looking to her as their leader.

She ran that crew like her own personal army—until the day the Sol Lucian Marine Corps recruited her to fight their nasty little war. She was a tough girl, and a good fighter to boot. Those brutal years in the service turned the already hard shell that enclosed her into titanium steel. This is why the band of mercenaries that captured her didn't just kill her on the spot.

Irvin Senate—the captain of that mercenary ship—saw the talent she had but not the darkness that dwelled beneath. Revas was like a poison. She had this beguiling way about her that few could resist, and a sly wit that the Devil himself would envy. And when her charm failed to accomplish what she wanted, her inner brutal nature usually took care of any opposition.

If only poor Senate had known what she'd do to him when he took Gale Revas on as a mercenary aboard his ship...





## Iron Lord

Onboard ring fights have always been popular on merc ships, but when Revas toppled Senate they really took off. Revas is actively promoting the fights as a way for the crew to blow off steam and keep fit and combative. Rumors say that Revas picks raid leaders based on ring fight performance.

Iron Lord has held the title for so long that nobody bets on his opponents anymore. No wonder, as he weighs nearly as much as a mech and is just as deadly. If it weren't for the NanoMed stations there wouldn't be much crew left from losing against Iron Lord.

He doesn't say much—grunts and growls are his usual manner of expression—and when that doesn't get the message through, his mighty fists will. His skull is as thick as hull plating, and most of his brain is gone from heavy steroid abuse. There's no doubt Iron Lord is a scary beast—he even scares himself sometimes.

## Margo Marvins

Being a merc was all Margo ever wanted to do when he was a kid. In his youth, he was known as "Mad" Margo Marvins, because of his hair-trigger temper and his total disregard for life or limb, whether it was his or someone else's. After more than a decade working on a merc ship, the childhood fantasy has lost its former luster. These days, his behavior is more subdued, mellowed by his many years in the business.

Margo dreams about getting off this god-forsaken ship and away from these morons Revas the psycho is recruiting by the truckload. Like that guy Jaylor. When he first came aboard, he seemed all right. Of course, that didn't last long. Margo soon realized that the guy wasn't worth anything. Whatever happened to the thorough screening process from Senate's days?

Under the mistaken impression that he and Margo were friends, Jaylor stupidly boasted to Margo about what he planned to do to one of the female prisoners. Pointedly ignoring all of Jaylor's threats of violence if he were to report it, Margo turned Jaylor over to Revas.

One more scumbag locked up and ready to be droned. One step closer to earning the money he'd need to get off this ship and buy himself a nice home on a quiet planet somewhere.

## Spinner

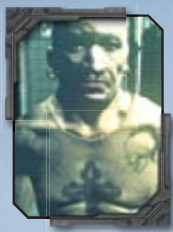
Revas knew what she was doing when she picked Spinner to be her second in command.

The man's name is practically synonymous with brutality and death. Nobody who knows what's good for them messes with Spinner, especially with Revas standing behind him these days.

Spinner was always a troublemaker. When he was a child, his parents thought military school would straighten out his violent tendencies, but it was like trying to put out a fire with gasoline. It only served to refine his killer instinct, making it pure and undiluted by morality or empathy.

He was actually part of the merc team that captured Revas during the Sol Lucian War. Hers was probably the first life he'd ever decided to spare. No one really knows what she did to him then, but he's been completely devoted to her ever since. Once she stole control of the ship from Captain Senate, Spinner was right there with her. Revas made him XO, someone to watch her back and do her bidding, with no questions asked.

As long as Revas holds his leash tightly, he'll be the perfect guard dog, that's for sure.





## How to Make a Ghost Drone

To successfully make a ghost drone, you must first acquire a decent specimen for the body of the drone. The control scheme is simpler if the body plan is similar to a human's, but aside from that, any strong-muscled warm-blooded creature in good condition will do. Drones from other species tend to be harder to control and ultimately inefficient in their uses, usually due to a strong resistance to being controlled. We advise against experimenting with other species until fairly experienced in the process.



**Note:** The subject must be alive at the time of droning.

Once you have chosen a body for your drone, it is necessary to anesthetize it, so as to allay any defensive mechanisms the body might exhibit.

First, replace the heart with the more efficient blood-flow-stabilizer pump; it ensures a longer life for your drone. After testing the pump control lines, attach the respiration tubes to make sure there are no visible bubbles in the tubing.

Remove the top part of the skull in a cap-like fashion (a bone saw or plasma scalpel will do the job), and make sure none of the vertebrae are damaged, because the remote control wiring will connect there. The XD2F7 Remote-Control Drone chip is then inserted in area 79d of the brain tissue, and the CNG380 Impulse Reviser chip is inserted in section 113R. The JR30 Visual Optics should then be placed over the eyeballs, under the lids.

Thread the free ends of the respiration tubes through the facial cavities and down into the lungs. Hand-fire a couple of breath pulses to rinse the lungs of any fluid, and then you may start the diagnostics process. Diagnostics is fully automated, and after a couple of minutes your drone should be fully operational, capable of both limited autonomous operation and fully remote master-slave operation. Take it easy with the remote until the anesthesia has completely worn off.

## Prisoners

### Lynn Silverman

When Lynn's parents, Ellen and Ren Silverman, brought her aboard the Newland Colony transport ship, she was just as excited as they were to head off to their new life. She knew it would be better than Leiden-9. Not that Leiden-9 was a bad place for her, but she could see in her parents' eyes a spark of hope that she had never seen before. It gave her a good, warm feeling seeing that look.



Lynn may only be six years old, but she is not like most kids her age. She has a unique understanding of how things work in the universe and what is needed to survive. With an insight that goes deeper than most grown-ups could ever hope to have, she realizes that weapons and muscles are far from the only tools a person can use to accomplish their goals.

When the bad men came, Lynn and her father were separated from her mom. Lynn escaped the clutches of the men and hid herself in the vents of the ship. She could do nothing but watch, horrified, from her hiding place, as they turned her daddy into a monster like them. After seeing what they'd done to him, all she could think about was saving her mommy. She had to make sure that what happened to Daddy didn't happen to Mommy, too. She had to find a way to stop them. If only there was somebody bigger who could help her...

### Max Dacher

Max Dacher didn't think twice when offered a job as a janitor on the Newland Colony transport—it was the ticket out for him and his wife, Inira. They would get new identities and settle down on a nice peaceful colony far from his old troubles. They wouldn't have to live in fear anymore.



For 30 years, Dacher was a double agent for two competing military corporations, until he was betrayed by one of his colleagues. Both corporations thought him a double agent for the opposition; one decided to court-martial him, and the other put a price on his head.

On the Newland Colony transport, the unclean and cramped conditions aboard led to a virulent outbreak that claimed Inira's life a few months after coming aboard. Dacher could only watch as his wife succumbed to the disease, taking away his dream of a clean break from his old life. Dacher could see no point in going on and had decided to kill himself when fate steered him in another direction. He came across a little girl who had become separated from her parents on the huge ship—her name was Lynn.

Dacher reunited Lynn with her parents, and they befriended him for the long journey ahead. Dacher found a new purpose in life—to help little Lynn and her family survive the journey.

And then the mercs boarded the ship...



## Ellen Silverman

The harsh, unforgiving, and down-right dangerous conditions they lived in on Leiden-9 were never part of the life that Ellen Silverman envisioned for her family. All she wanted was a secure, stable environment where she could nurture the exceptional mental abilities that her daughter Lynn seemed to be developing.

It wasn't a huge dream, but it was her dream. So, when her husband, Ren, told her about the opportunity to work on the Newland Colony transport and start a new life somewhere else, anywhere else, Ellen jumped at the chance. As long as they were together she knew they could survive the harrowing, long voyage on the colony ship.

When the mercs came, they dragged everyone aboard a different ship and she was separated from her family. Locked inside a cell, she has been left alone with her raving imagination. The agony of not knowing what has happened to Ren and Lynn—if they are sick or hurt with no one to help them—has plagued Ellen every second of each torturous day she's been here.

## Jaylor

Even the derelicts from the Outerzone rejected Jaylor. A guy would have to be real bad for the dregs of society to refuse him. But he takes it in stride as he simply doesn't care.

Jaylor's got a slick way about him—he's real good at making a person think he's a nice guy when they first meet him. Sometimes it takes a while before they realize that he's just a maggot in men's clothes, and he takes advantage of every bit of that time. That's how Jaylor got his job on the *Athena*. He sweet-talked a guy into getting him a gig as a merc. That same person was executed a few weeks later, for a crime Jaylor had committed and pinned on him.

Jaylor certainly has some serious screws loose. Under that deceptively friendly mask, all he thinks about is getting what he wants, whatever it takes. If it weren't for Margo, Jaylor would still be running around the ship causing problems. Margo reported him for trying to corner Silverman, one of the female prisoners, so he could rape her. For now, at least, Jaylor is in a cage, which is the best place for him.



## Irvin Senate

Irvin Senate has always seen himself as a good businessman, a decent mercenary with an excellent eye for profitable schemes. Never would he have lowered himself to become a loathsome pirate, as the traitorous Revas wished him to be.

As the captain of his own merc ship, Senate was a respected man with a loyal crew—until he took that cunning little Revas aboard, that is. It wasn't long before that young lady had them all wrapped around her finger. If only Senate had known then what she'd do with the opportunities he gave her...

His plan to use the cyborg-drone technology he'd acquired to turn death-row prisoners into remote-control cannon fodder to be sold to the highest bidder seemed brilliant to him. Revas, on the other hand, didn't want to stop there—she wanted to take entire planets and make them into armies to sell. The idea was disgusting and vile. Senate would have none of it.

And so, Revas did the unthinkable. She poisoned his food until he was nearly insane from the poison's effects, and then incited a coup to take control of the ship for herself. Now she has left him to rot in a cell of the ship that was once his own. What a way to end a great career.

## Yoto

As the XO of Captain Senate, Yoto was second in command. He was a smart man, the kind who knew when to keep his opinions to himself and when to voice them. Despite this, few missed his intense dislike of the new pet girl the captain had brought aboard during their time on Sol Lucia all those years ago.

As she began to climb the ranks with amazing speed, only Yoto seemed alarmed by it. He suggested that the captain should keep an eye on the charming young Revas—she would prove to be trouble some day. Senate would have none of it; he was as infatuated by the manipulative little tiger as the rest of the crew. Only Yoto could see through her facade and glimpse the poisonous snake within.

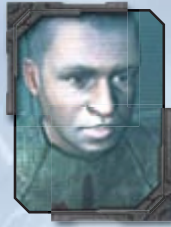




When Revas suggested they should use civilians on remote planets as raw drone material instead of just buying cons on death row, Yoto knew there was a storm brewing. He did his best to stop it, but then Captain Senate began to lose his mind, getting crazier by the day. And then the visions and voices started in his own head. Yoto couldn't save himself or his captain from the formidable force that was Revas.

## Bonner

There are good things you can say about Bonner—he likes things neat and he keeps his music down. He's also a thief, a liar, and an alcoholic. Every coin has two sides.



Bonner has no real friends left. He constantly tries to reach out from his dark world of incarceration—telling stories about his connections back at the mines or on Butcher Bay, making empty promises. He does all this with the hope that somebody useful will befriend him and he'll be able to attach himself to their coattails. Problem is, most people know better than to trust a fast-talking guy like that.

Worst of all, Bonner is a coward. He's too scared to do anything on his own and would rather get somebody else to do everything for him. Rumor says he killed his wife—beat her to death for calling him a coward—and that's why he was sent to Butcher Bay in the first place. When asked about it, he yells "Innocent!" Probably the most common word in every prison ever made.

## Exbob

Bob used to be a pretty clever guy, at least as far as criminals go. He knew his stuff and was smart enough to create and implement his own schemes. He was the kind of guy the other dimwits looked to when they wanted someone else to do the thinking. He had a pretty good track record, too, but that all ended when he tried to pull off a bank job with the Raker Twins.



Bob messed up their exit strategy, resulting in the three of them being trapped in a sewer space barely big enough to fit them all. For two weeks straight they stayed there with no food, no clean water, and only the stench of human waste around them. The Raker Twins immediately blamed Bob for their predicament, calling

him Exbob—the once-famous Bob, the has-been whose incompetence had put them in this hole. Soon, the insults turned into threats and the threats became more and more severe. Bob knew they were going to kill him, so he acted first—in a fit of desperate rage, he attacked the twins, beating them to death with his bare fists.

This episode changed him. Permanently. Something broke inside him. Now he calls himself Exbob as a reminder of what he did. What he has become. Look into his eyes and you will see nothing except his madness.

People who know what's good for them stay out of Exbob's way. They know better than to blame him for anything, even things that are truly his doing. And they never, ever make him angry.

## Sad Eyes Grinder

Desiria Grinder is volatile. She's the kind of person who makes everybody around her feel uncomfortable, even her friends. No one ever knows when she'll snap. She wasn't always like that. During most of her childhood, she stuck to the shadows and rarely talked to anybody.



Because her own mother was too strung out on helixin, Grinder lived with her grandmother, who used and abused her for her own purposes. She treated Grinder as nothing more than a tool, talking to her granddaughter in a manner that emphasized her detachment. "Little girl make any money for her grandma today?" "Little girl expect to live here for free?" "Little girl do as she was told with the man? Grandma needs girl to buy cigarettes today."

When the Blueskins found Grinder wandering through their territory, they beat her nearly to death. Since she lived, they invited her to join the gang. She accepted. As part of her initiation, she was renamed Sad Eyes. The Blueskins showed her more respect than anybody else ever had. She devoted her life to the gang.

Eventually she returned to her grandmother's home with her gang and they beat the old woman to death with nail-studded clubs, not stopping until every bone in her body was broken. Sad Eyes always gets her revenge.



# Aguerra



The peaceful planet of Aguerra is mostly covered with water, leaving only a few peaks of land above the surface. Recently it has been inhabited by colonists from a diverse range of cultural backgrounds, who have come together

to work the treacherous deep-sea mines. This has created a teeming community on the few, small, densely populated islands. Neighbors live close enough to converse through their windows without raising their voices, though they don't seem to realize that. The undercurrent of resentment that normally accompanies these tight living conditions is easily concealed by the openly offered "friendly" advice that is loudly exchanged in passing, on a regular basis.

The main source of income on Aguerra comes from deep-sea mining of the mineral sicherite and orthorhombic crystals that contain thallium, which is used to produce Heim-drive coils, the longest-lasting drive coils available.. The mines are incredibly dangerous environments, containing large pockets of toxic vapor.

Though the water itself is poisonous, its beauty and tranquility are unrivaled when one wishes to simply kick back and enjoy the view and the sound of the gently lapping waves. This is not a place where you'll be bothered by noisy swimmers and splashing children.

Also, the restaurants on Aguerra are said to be one of a kind, an adventure in dining. If you like detoxified seafood, this is an experience you will surely not want to miss. The unique blend of smoked Agueran algae-welk fish and sweet carnivorous chili seeds is a combination of scent and flavor you will not soon forget.

## Civilians

### Pavlo

It's been quite a few years since Pavlo was released from the concentration camp where he spent the 12 darkest years of his life. The slightly disturbed old man has a permanent reminder of that place tattooed on the side of his head—his prisoner number along with the name of the camp where he was held. The scars left upon his soul run much deeper.



Pavlo lives in constant fear of a blitz coming at any moment, as if he's still stuck in the war that ended so many years ago. Paranoia pushes him to spend most of his time preparing for the worst, an ambush or some other physical disaster.

Despite his eccentric personality, he still manages to support himself by taking on rather sedate duties as foreman at the mine, interspersed with some algae-welk fishing. Nobody is sure why he chose Aguerra as the place to settle once he was freed, but then, nobody really cares enough to ask him either.





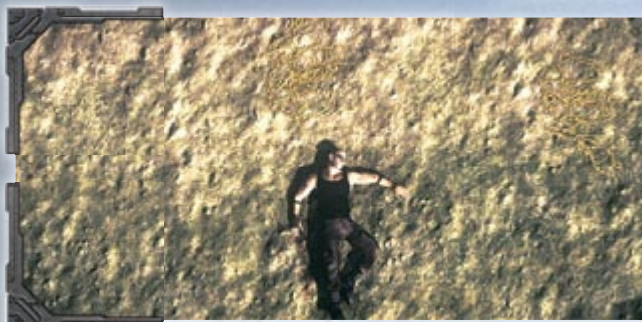
# Walkthrough

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# Tutorial



Riddick wakes up on a beach near an industrial center.  
He's not one to just sit around, so get moving.

## Objective

**Enter the city.**



Make your way towards the pier and press the jump button to hop up onto the concrete walkway.



Walk out onto the pier to see the map. It seems you are on the planet Aguerra Prima in the city of New Venice. Although that information is nice, the map also shows you how to get inside the structure. It looks like the sewer is the way to go.

## TIP

Note the color of the lights above the doors. Red lights show that the door is locked, while green lights indicate the door can be opened.



Head back towards the door into the structure. It is locked, so turn right and crouch down in stealth mode by pressing the stealth button. You can now move into the open sewer pipe here.



The pipe is dark, so press the eyeshine button to activate your ability to see in the dark.



When you emerge from the sewer pipe, deactivate eyeshine. Up the steps and to the left

is a man. He is wounded and does not appear to be a threat.





Walk up to and talk to Jemas by pressing the use button. Select from two different responses. It does not matter which you choose.



Once the conversation comes to an end, turn right and walk over to the ladder. Press the use button to mount the ladder and climb to the level at the top.



You find yourself in a room with a passage-way going right and left. A body lies on the floor. The door to the left is locked, but the one on the right is open. However, before approach-

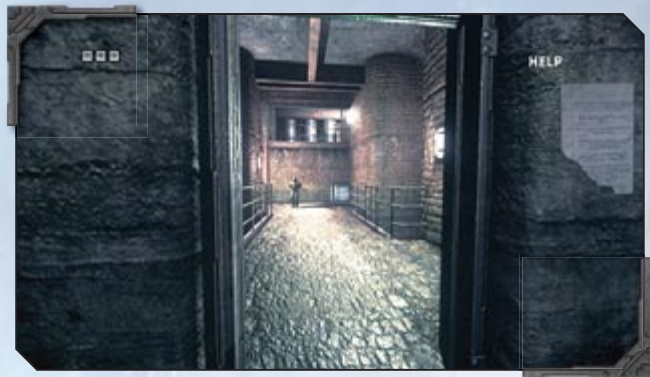


ing the door, walk towards the pipes along the far wall and pick up a bounty card [#35].

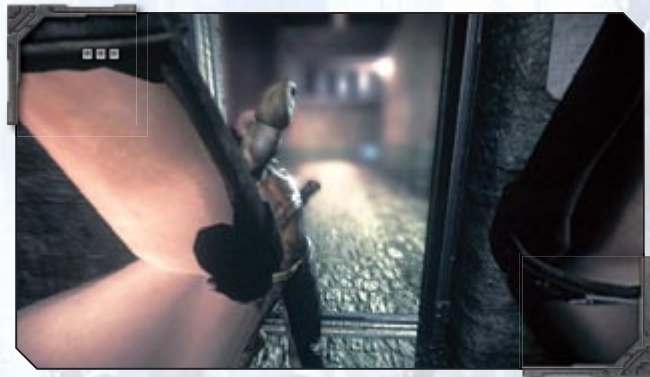
## TIP



Pick up the bounty cards scattered about the game. Finding them unlocks extra content.



Approach the door with the green light over it and it automatically opens. An enemy lurks in the next room. When he sees you, he comes to attack. He is not armed, so this will be a fistfight.

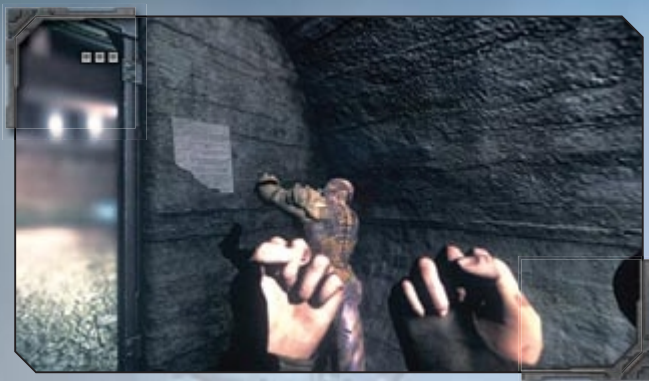


Press the block button to bring up your fists to block his punches. Press the attack button to take a swing at the enemy.

## TIP

While you are punching, move in different directions to perform different strikes.





Practice taking a few strikes of your own. Keep hitting the enemy until he goes down for good.

### TIP



Watch for your palms to open during a fistfight, or for your melee weapon to flash when you are armed. This shows that your opponent

is vulnerable. At this point, press the attack button to perform a countermove. You will grab the enemy's arm or weapon and move in for a damaging attack. Often a counterattack will take down the enemy or at least cause some serious damage—especially when you are armed with a melee weapon.



Move into the room where the enemy came from and climb onto this crate at the far end by pressing the use button.

Face the wall and press the use button again to jump up and grab onto the ledge.



Shimmy to the left and then move up to pull yourself up onto the walkway.



Turn left and walk to the edge of the walkway. Look for an enemy below. Drop down onto him to take him out. Line up with the enemy below and then walk off the ledge. If you don't land on the enemy, sneak up behind him and press the attack button to drop him.

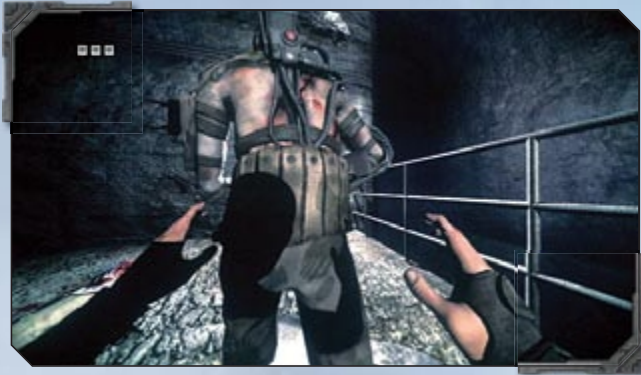


Crouch down in stealth mode if you are not already there, and then drag the body into the shadows behind you so other enemies do not see it.

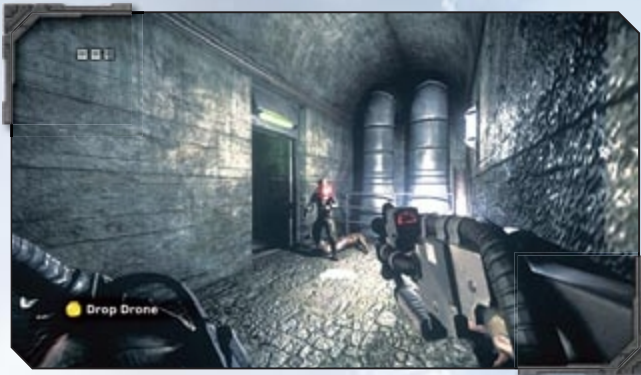


Stay in the shadows after dropping the body. A drone appears. These enemies can't detect you while you are in the shadows.

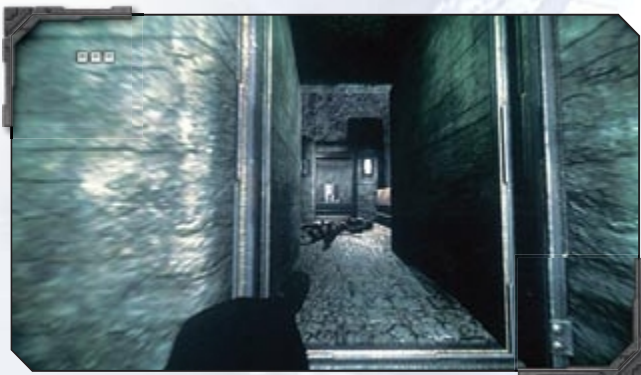




Sneak up behind the drone and press the block button once your palms appear open. This attack kills the drone and leaves you holding it up so that you can use the gun attached to its arm.



Another drone appears from where the first did. Shoot it as soon as it comes into view. Don't drop your drone just yet. A third drone responds to the gunfire. Kill it as well.



Now drop your drone and advance through the hallway through which the drones entered the area.

Continue to a room with a NanoMed health unit. Pick up the NanoMed cartridge and insert it into the health unit. Once it is recharged, you can use the health unit to heal yourself.



### TIP

Notice the four squares on the NanoMed health unit. If they are all dark, the unit needs to be recharged. A cartridge will restore the health unit and all four squares will light up green. Each of these squares can heal one of your health boxes. If you only need one healed, only one charge from the health unit is used, so it can still heal three more boxes later. Be sure to pick up NanoMed cartridges whenever you find them since empty med units do you no good.

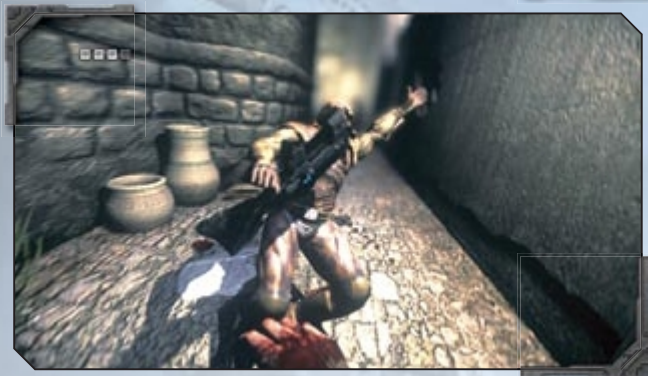
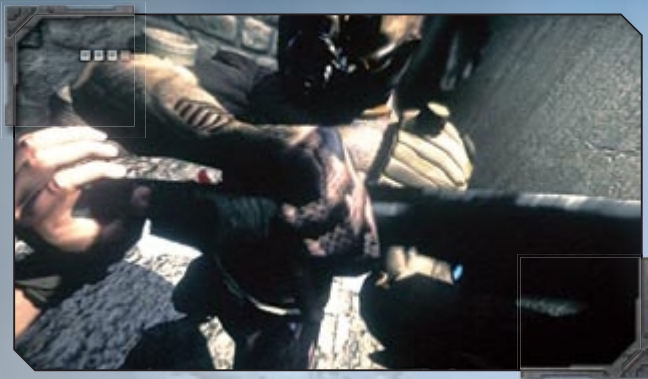


Climb up the ladder to the left to get to a higher level and some more action.

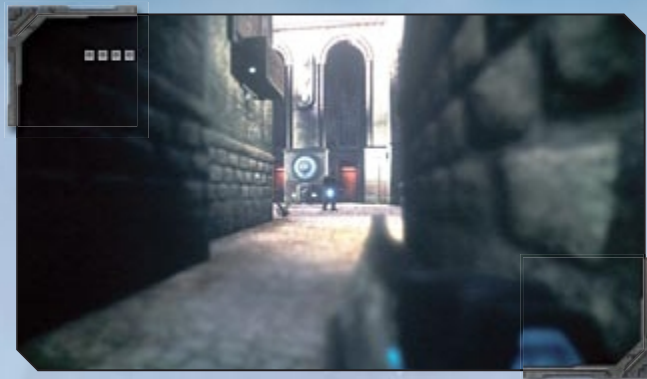
Turn right and advance towards this enemy. You won't be able to sneak up on him, so get ready for a fight.



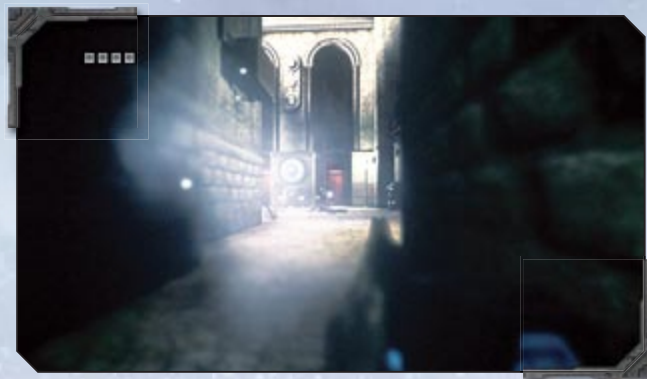




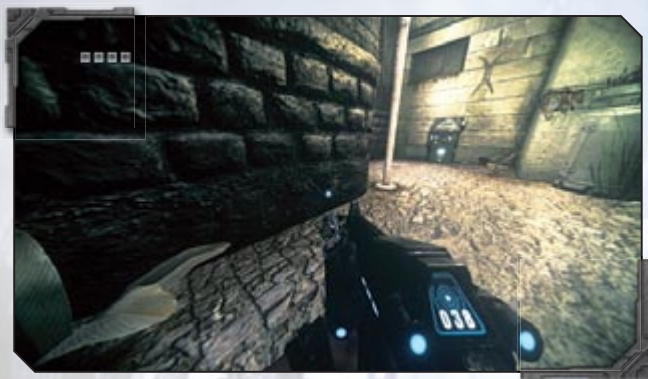
The enemy approaches. Instead of punching away, wait for him to swing at you with his rifle, then press the attack button to counter him. Riddick grabs the rifle and uses it against the enemy. Once he is down, pick up the assault rifle. You will need it.



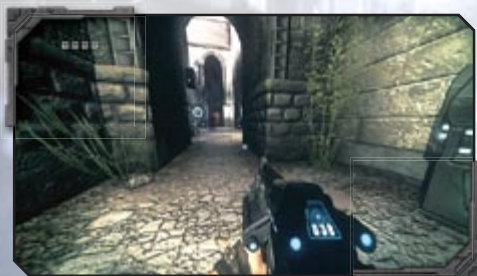
Lean to the left and press the aim button so you have a better view of your target. Place the reticle right over the head of the enemy and fire. One down. Four more to go.



More enemies attack. Try to aim for their heads for quicker kills. Several take cover in the alcove directly ahead. Wait for them to peek out to shoot at you and then fire. Try to kill at least a couple of them before leaving the cover of the arch.

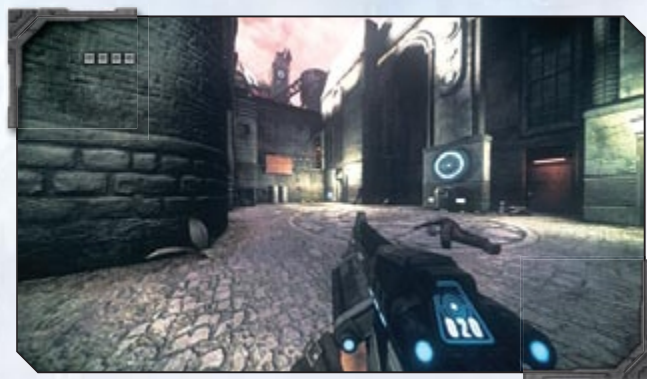


Advance down this alley and pick up a couple of assault rifles on the left side for their ammo.



As you turn left, you can see an enemy up ahead. Don't shoot him just yet. Instead,

take up a position to the right of the arch. Crouch down in stealth mode.

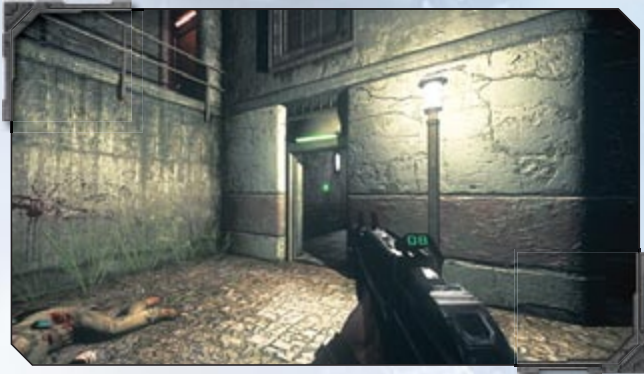


Advance cautiously while holding down the aim button and staying in stealth mode so you are a more difficult target for the enemies to hit. Stay close to the wall on the left and lean around it to look for enemies to the left.

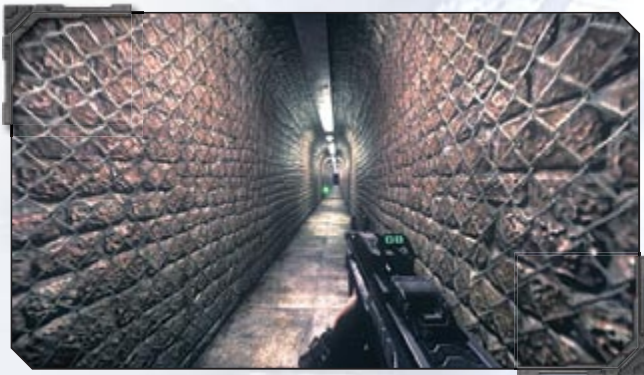




The first enemy you shoot in the center of the area has a shotgun. Pick it up to add to your arsenal. It is good for fighting at close range. Search the area around the town center to make sure you got all of the enemies.



Once it is clear, move through this doorway with the green light. Continue following the path around.



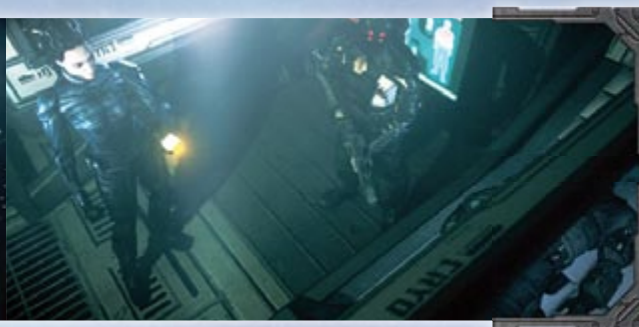
Go through another doorway and into this long hallway. As you walk, the lights begin to go out. Everything is dark. It was just a dream.





# Hijacked

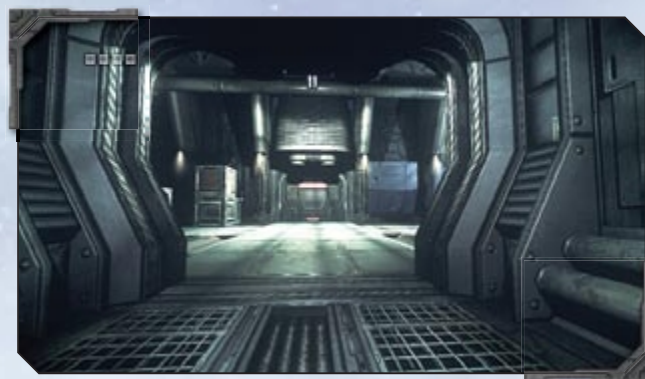
## Cargo Bay



The ship carrying Riddick and Johns is captured. Johns is taken prisoner. However, Riddick manages to stay hidden during the boarding. He recognizes the captain of this ship. Now it's time to get aboard her ship and see what is going on.

### Objective

**Follow Captain Revas  
aboard the *Dark Athena*.**



Enter the large cargo bay and note the crates and dark shadows on the left side. There's no one here right now, but it is always a good idea to know where you can hide if trouble shows up.

Since your spacecraft is not going anywhere anytime soon, you need to get aboard the *Dark Athena*. Head out through the doorway Revas and her crew cut out of your ship.



As you approach the airlock, wait for Revas and her party to exit and advance down the

corridor before entering the airlock yourself. Wait to be decontaminated, then continue on to the *Dark Athena*.



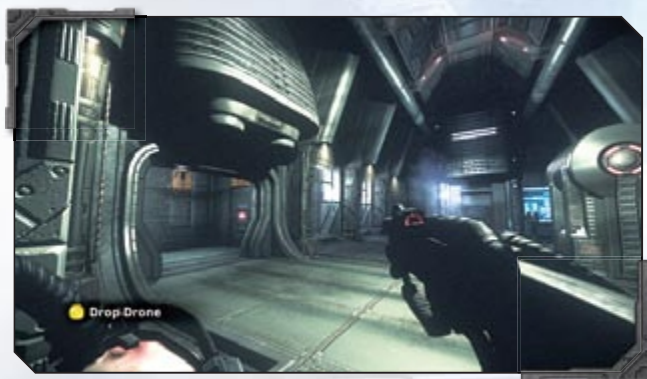
Turn to the right and walk to the keypad. Use it to try to open a door. The screen turns red and reads "Access Denied." A voice states that an officer is being sent to the cargo bay. Time to hide.





Rush to the crates on the other side of the room and crouch down in stealth mode. Wait for a drone to enter the bay and look around. It eventually comes over by the crates, then turns around.

Sneak up behind the drone and press the alternate attack button to kill it and use its gun.



Shoot out the glass along one of the side walls of the cargo bay. This allows you to exit the area. Drop the drone and drag it into the shadows before continuing.

### Objective

**Investigate the ship to see what you are up against.**



Step through the broken glass into another room and turn right. In the dark corner you will find a bounty card [#7]. Pick it up and add it to your collection.



Now climb up onto the crates—first the short one, and then to the top of the stack.



Look up and press the use button to jump up and grab onto the hangrail. Go hand over hand to get to the end and drop next to an emergency ventilation opening. Crouch and enter.



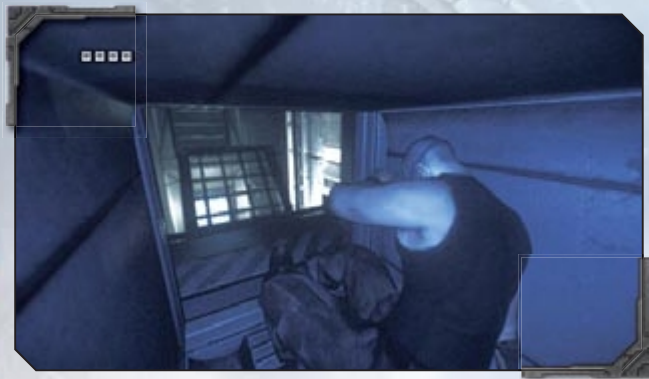
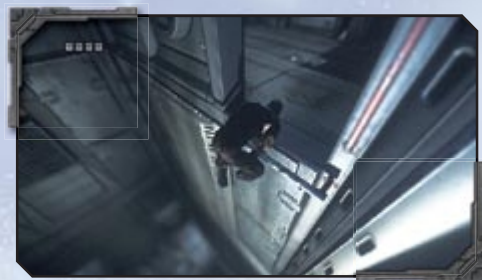


Up ahead, you see a little girl. Her name is Lynn. Her parents have been taken and her father has been turned into a monster. She must mean those drones. She also offers some important information. Some drones have white lights. These can talk and can see you in the shadows when they use flashlights. However, the drones with red lights just follow programmed routes and are easier to avoid.

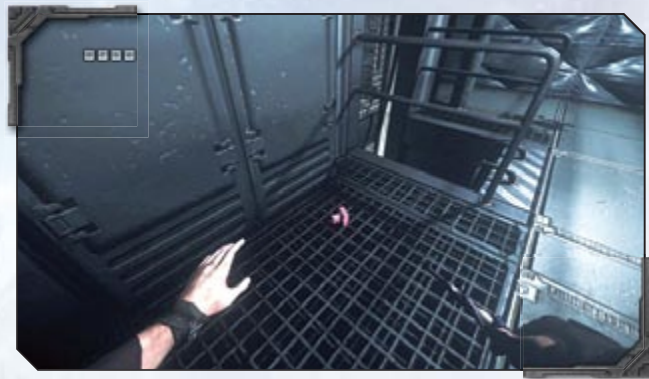


When you get to a doorway, don't climb up just yet. A drone is on patrol. Notice that it has white lights. It appears that the drones can be directly controlled from a remote location. When the lights are white, someone is controlling the drone and you can hear the controller's voice. After a bit, the drone is put back on automatic and the lights turn red.

After the drone leaves, climb up to the floor and make your way around to the right.



After talking to Lynn, turn to the right in the shaft and continue until you reach a ventilation grate. Kick it out, but don't jump down just yet.



This is an elevator shaft and it is a long drop. Press the use button to grab onto a pipe. Shimmy around to the right.



On the ground near a ladder is a NanoMed cartridge. Don't pick it up yet. Instead, walk over

to the NanoMed health unit. It still has enough charge to heal two of your health boxes. That should be enough for now. After healing, pick up the cartridge and save it for later.



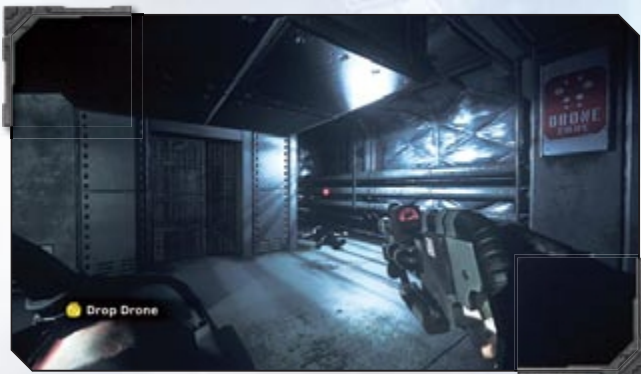


Now climb down the ladder and follow the corridor to this crate. Make sure you are crouched

down in stealth mode. Stay in the shadows as a drone patrols towards you.



After the drone turns around and begins walking away, sneak up behind it and press the alternate attack button to kill it while grabbing onto its gun.



Be ready for another drone to come around the corner up ahead. Take aim and shoot it before it can attack you. Finally, drag both drones' bodies into the shadows to hide them.



Advance to the doorway from which the drones emerged. It is locked; however,

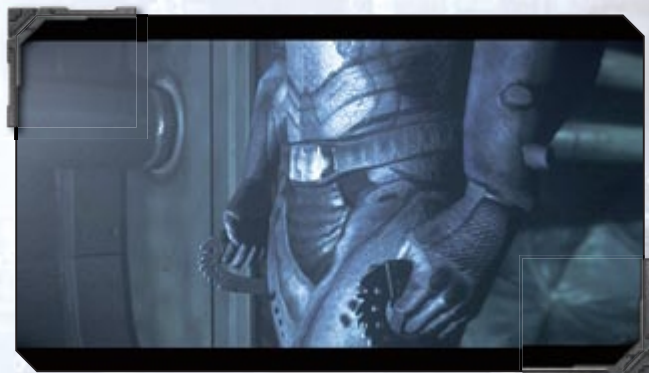
there is a ladder to the left. Descend it and then walk towards the elevator shaft.



Press the use button to grab onto the pipe and then shimmy around to another doorway. Climb up and advance into the room.



Through a grate in the floor, you can see and hear Revas talking to some of her crew. It seems like they are planning on taking Johns for the bounty for helping you escape from Butcher Bay.



After the conversation ends, Riddick hides in the shadows as a guard with some deadly looking curved blades walks by and enters the elevator, taking it down.



### Objective

Spinner is taking Johns to the cell decks. Find a way there. The *Athena* prisoners might prove useful.



Follow the enemy to the elevator shaft. The elevator is not too far below. Grab onto the pipe by pressing the use button and hang down. Then let go and drop onto the roof of the elevator.



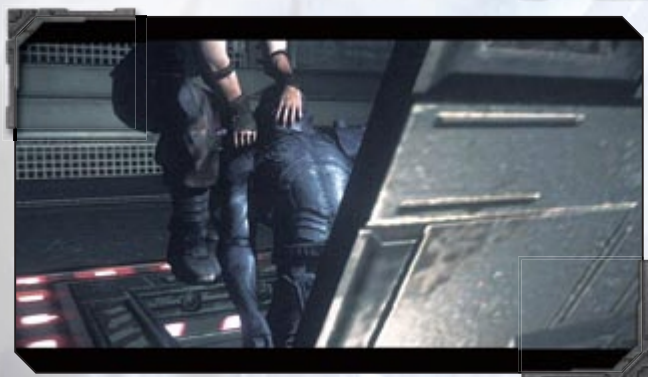
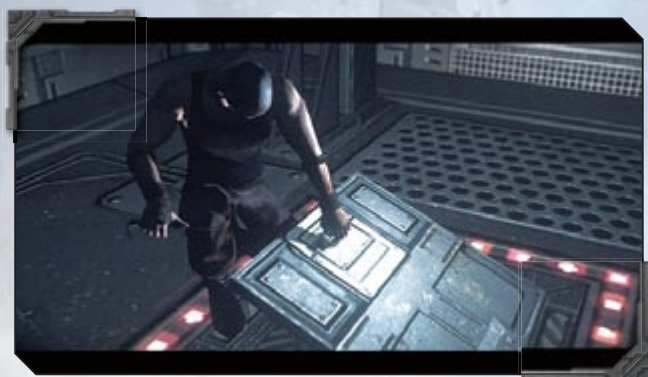
Drop into the elevator and pick up the ulaks. These blades will make you deadly in hand-to-hand combat.



Exit the elevator through the door and advance to a room containing a NanoMed health unit. It still has some charges, so use it if needed.

### Objective

Make your way across the cargo bay and find a way to the cell decks.



Walk over to the elevator hatch and open it. Riddick reaches down, grabs the enemy, and kills him.



Take a look at the map in the control room where you are located. You need to get across this room to the other control room.

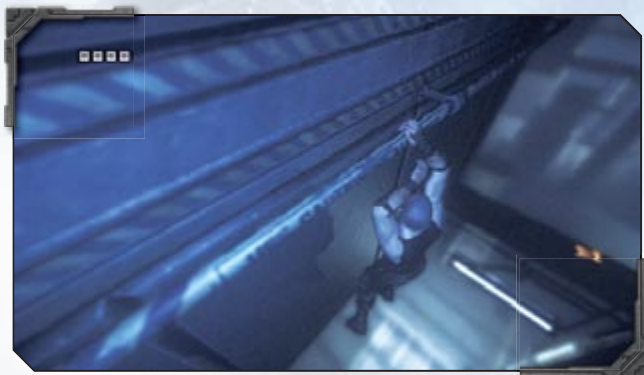




Climb up the ladder onto the roof of the control room. From here you can watch the drone patrolling the cargo hold below.

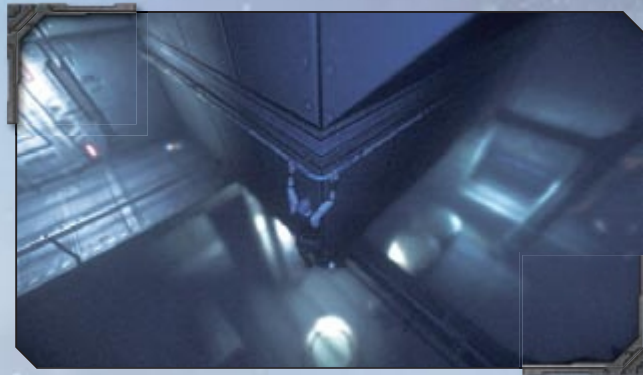
### TIP

As you look out over the cargo hold, notice that there are two main columns of crates. Your goal is to sneak your way through without being seen. The most darkness is to the right of the right column. In fact, you can follow a path through this area without leaving the shadows. However, you still have to avoid the drones. If they walk next to you while facing you, they will see you even in the darkness.



Turn to your left and walk to the back wall. Grab onto the pipe and shimmy around to the right. Keep going until you see a support column with a bounty card on it.

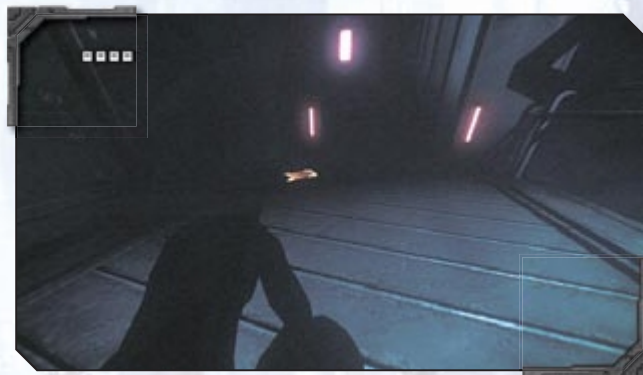
Drop down on the support and pick up the bounty card [#49]. Then shimmy back to the platform with the ladder.



Now go to the other side to find another pipe. Grab onto it and shimmy to the left until you come to a platform.



Drop down onto the platform to pick up the bounty card [#34] and then shimmy back towards the spot where you started.

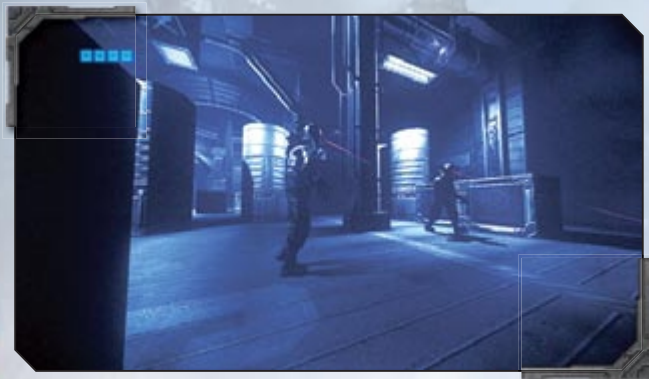


Before you get to the platform with the ladder, stop and drop into the dark corner just on the exterior of the control room. Crouch in stealth mode and pick up a bounty card [#9].





Wait until no drones are looking your way, then jump over the railing and drop to the floor of the cargo hold. Stay crouched and watch for drones. After one walks past you from the right to the left, move to the right column of crates and move carefully around it to the right, staying right next to the crates.



Move towards the opposite control room, keeping the crates along your left shoulder. Stop at the end crate and wait for the drone patrolling around your column of crates to pass you by. Watch for other drones and then head for the dark alcove in the middle of the long wall to your right (along the top of the cargo hold map).



Hide in this alcove until a drone walks past you moving to the right. Follow it around its path as it makes two left turns. Keep the crates right next to your right shoulder. When you get to the end,

watch for drones and follow the line of crates around to the right as you continue towards the control room.



Stop in the shadows of a support column so you are facing the crane. Watch this drone and wait for it to walk away from you.



Now make your move, keeping crates and other objects close to your right shoulder as you advance to the doorway of the control room.



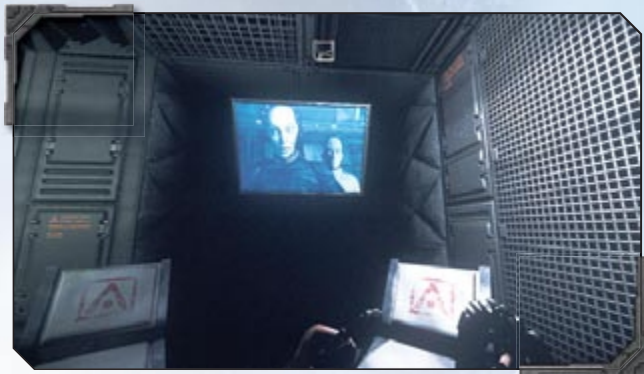
Before heading up the steps, stay in the shadows and make sure no drones are looking your way. Then head up the steps into the control room.



## TIP

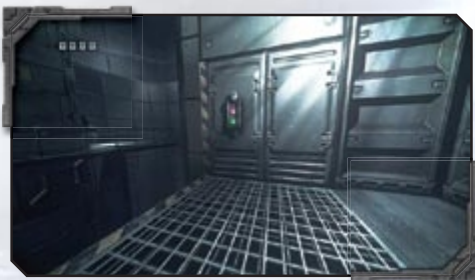


This level can be difficult. If you get caught, kill the drone and then use its gun to shoot others. You will run out of ammo before you kill them all, so drop the first drone and move to another to use its gun. Remember; you can always retreat into the room where you began in order to heal at the NanoMed unit.

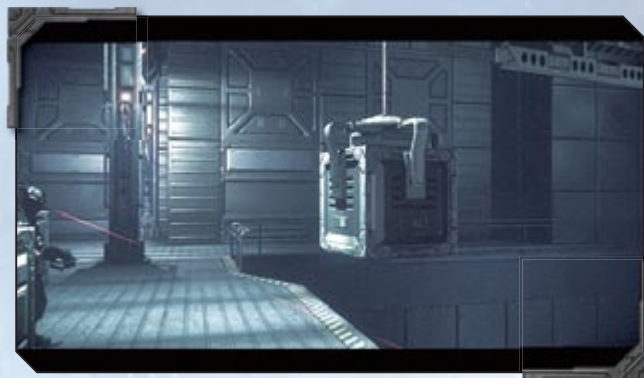


The control room contains a NanoMed unit. Use it if necessary. However, if you were able to sneak your way through the cargo hold, you probably won't need it. Revas comes on the monitor in the room speaking to the crew of the *Dark Athena*. She tells them to be on the lookout for a stowaway. She knows you are aboard.

Exit the control room through the back door and use these buttons to activate the drawbridge.



Stay in stealth mode as you walk across the bridge towards the central platform.

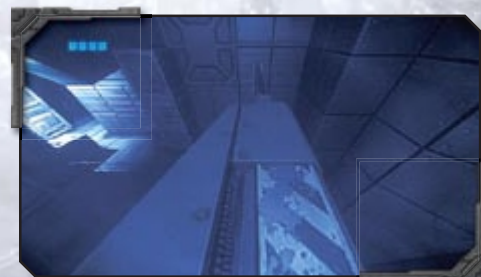


Continue to the control panel and use it to activate the crane. It will pick up a crate and deposit it in the lower cargo hold. You need to do this because you will use the crane to get to this area yourself.



Climb down the ladder to the lower level and follow the catwalk around to the right.

Walk across the arm of the crane to get to the walkway on the lower level of the cargo hold.



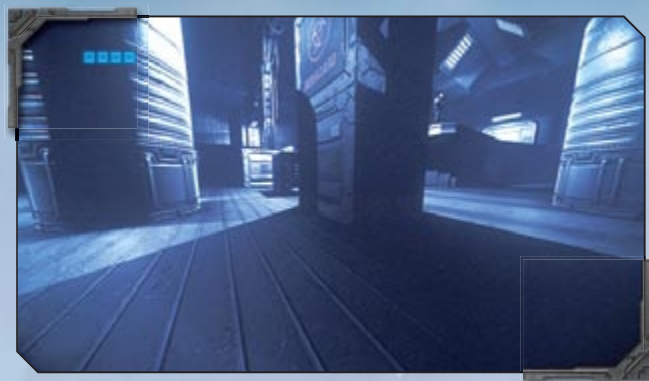




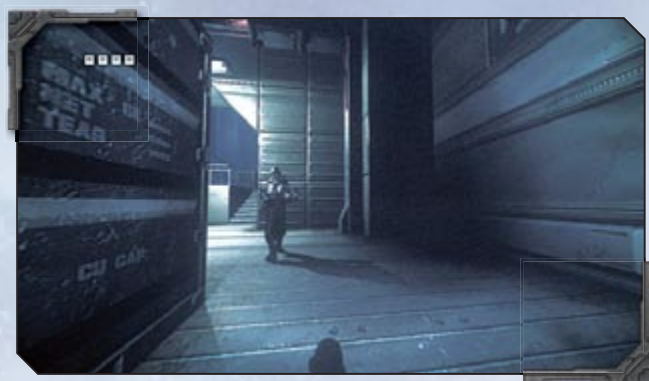
You now have to get across another cargo hold. This one does not have a completely dark path. You have to go out in the light occasionally. Start off by moving forward while staying crouched in the shadows. Watch the drones patrolling in front of you.

### TIP

There is no map showing you this cargo hold. From where you begin at the bottom right of the area, you need to get to the platform on the far side. Don't go down the right side this time. It has lots of drones and is a dead end. Make your way across to the left at your side of the area, advance down the left side, and then cut across to the right.



Look around the corner towards the middle of the area. A drone patrols back and forth on an elevated platform. Wait for it to walk away from you, then move to this stack of crates ahead of you.



Watch for a couple of drones to the left. One patrols around containers on the left side. Another patrols between those containers and the gap in the crates where you were hiding. Stay in the shadows and out of their way. As the one heads to the right side of the hold, follow the other as it goes to the left around the far side of the containers. Hide in the shadows along the far left wall.

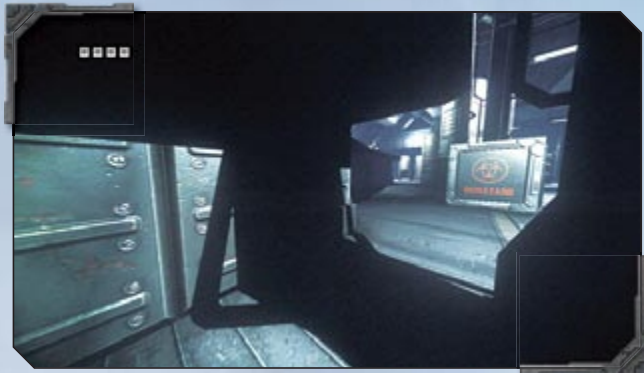
### TIP

This area is tough to get through. It may take several tries to do it stealthily. However, you can always sneak up behind a drone, kill it, and use its weapon to kill others.

Watch the two drones in this area, and when it is clear, rush up the steps to pick up a NanoMed cartridge. Save it for later.







Wait in the shadows by the steps for the drone patrolling around the containers on the left side to walk away from you. Follow in behind as it moves through the shadows. Then when it heads left, keep going straight towards the far end of the area. Stay to the left. When you get to the end, head right and hide in the shadows here looking back towards the elevated platform where the drone is patrolling.



As this drone walks away, move to the right side of the area (far right from where you started) and pick up a bounty card (#19). Hide in the shadows and wait for the drone on the elevated walkway to again move away from you.

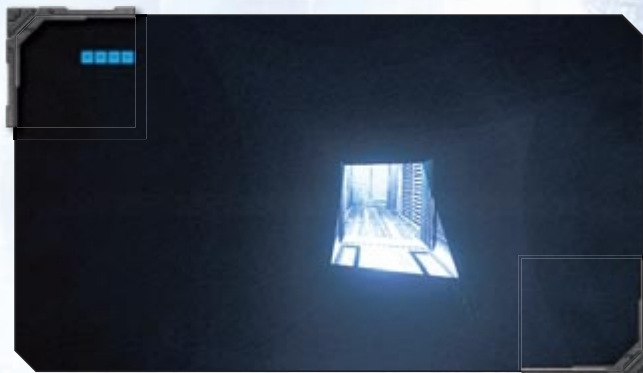
Climb up on the nearby small crate, and then onto the larger container. Jump over the railing and onto the platform.



Quickly hide in the shadows on the side of the platform while the drone walks back your way.



As it walks away again, rush across the platform to the other side. Climb up onto this crate and then crawl into the ventilation shaft.



Follow the shaft around to exit the cargo bay and enter the cell decks.



# Assistance

## Cell Deck

### Objective

The prisoners might be able to help you find a way off the ship.



As you exit the cargo bay, you travel through a service shaft. Follow it around to the right all the way to the end.

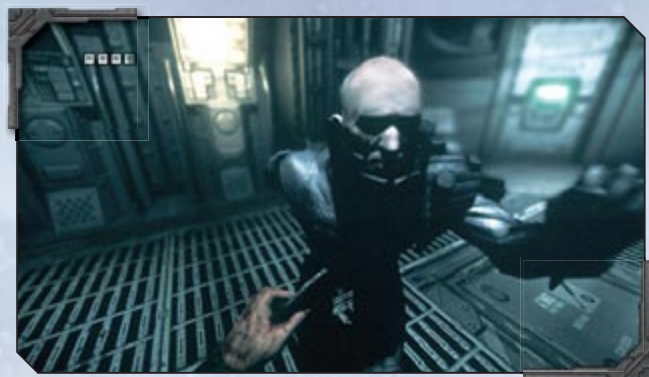


Remove the grating at the end of the shaft to access the next room.



A NanoMed health unit to the right needs to be recharged. If you are low on health, use one of your NanoMed cartridges to fill it up and heal yourself. Otherwise, hold on to your cartridges and save them for later.

An enemy down below has his back to you, so climb down the ladder.



Try to sneak up on him. However, he turns around and comes to attack. The key is to try to get in a few slashes with the ulaks at the start. Then go on the defensive. Wait for your ulaks to flash and then attack to counter the enemy's attack. Depending on how much damage you have already inflicted, the attack will either cause a lot of damage or finish him off.

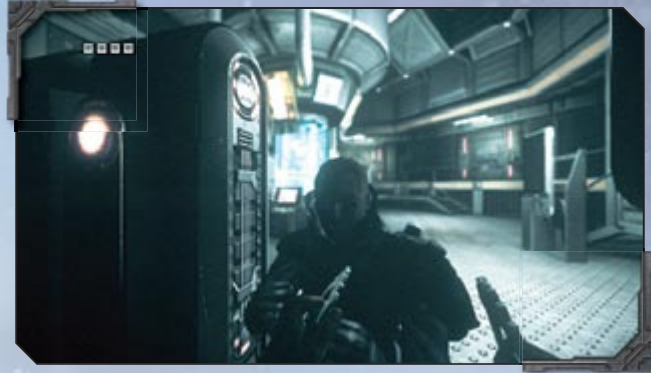


Once the enemy is down, take a look at the map screen on the wall. It shows you where you are as well as the other rooms on cell deck 12. It looks like you have to go through the control room to get to the cell block.





Exit through the green-lit door. Turn left and drop through this opening in the floor. It gives you a place to hide while you scope out the control room.



You won't have time to hide the body, so get ready to fight. Go after the second enemy as he approaches. Watch for opportunities to counter him and get a quick kill.



You are in a ventilation shaft along the floor. There is an opening straight ahead; however, there are no shadows in which to hide. Therefore, turn to the right and follow the shaft to the next opening, picking up a NanoMed cartridge along the way.



When fighting the enemy with the club, try to stay back. Get back when he swings since you can't block the club. However, move in for some quick slashes and watch for counters.

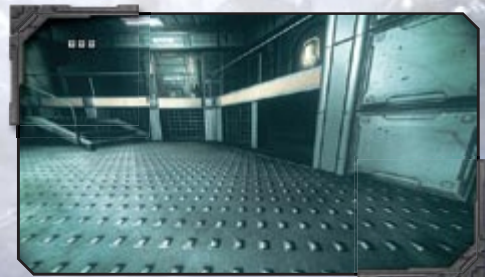


Wait at the other opening and observe. There are three enemies in the control room. Two are armed with clubs, making them more dangerous. One of the club enemies stops with his back to you. Watch the other two enemies, and when they are both looking away from you, sneak up behind the closest enemy and kill him.

Pick up a code card and a club off of the bodies. Then drag them into the shadows of the ventilation shaft to hide them.



Move into this ventilation shaft near the steps by the elevator door. Inside you find a bounty card [#59].





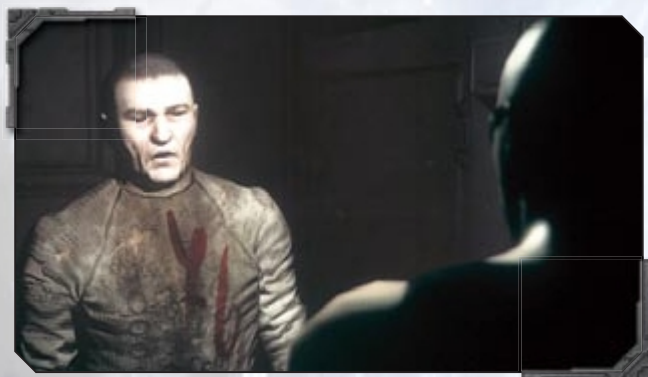


Now head to the terminal in the middle of the control room. Since you have the code card, you can use the terminal to open the cell block.



Head up the steps and enter cell block 128.

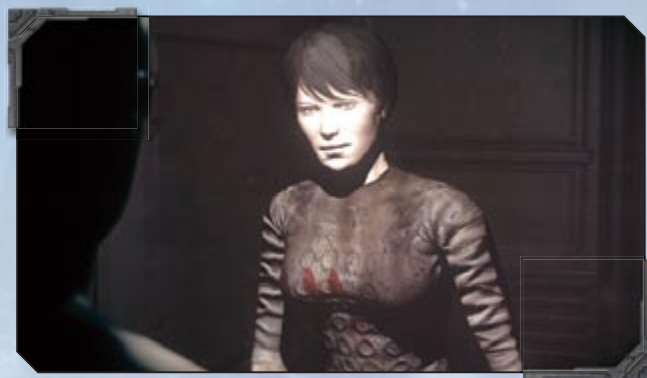
Use the terminal in the middle of the block to enable cell communications.



There are several prisoners you can talk to. Start off with Dacher, who is at the far end on the right. He offers to help you, but first you need to get a vent tool. Dacher tells you to talk to Silverman for help.

### Objective

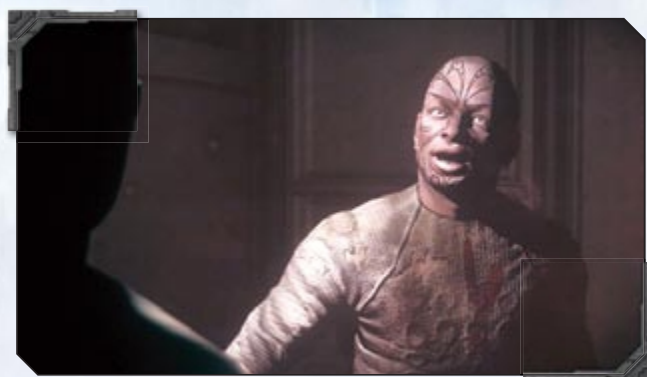
**Dacher will help you create a distraction by releasing prisoners. First you need a vent tool to get around the ship.**



Head to the other side of the cell block and talk to the female prisoner named Silverman. Once you assure her that her daughter, Lynn, is safe and hiding in the dark, she offers to help build you a vent tool. She tells you to talk to Jaylor about where you can find the parts.

### Objective

**Silverman needs a screwdriver and some tool parts to fix a vent tool for you. Jaylor used to work on the ship and might know where to look.**



Now talk to Jaylor, the prisoner with the face tattoos. He will help you get the parts for the vent tool. However, he wants you to kill the man who sent him to this cell. Bring back a gold tooth to prove you completed the job.



## Crew Quarters

### Objective

Go to the berthing area and find Margo's tooth for Jaylor. Use the central terminal to access the berthing area.



Head back to the control room and use the code that Jaylor gave you to open the door to the berthing area.



Advance through this doorway and follow the corridor all the way to the end.



When you get to the corridor intersection, use the NanoMed health unit on the right. It is fully charged and you will be doing some fighting soon, so get yourself healed up all the way.



Head down the corridor to the left of the TV. At the end near the locked door, pick up a bounty card [#53]. Back track to the intersection.



The map screen on the wall shows you where you need to go to get to Margo's quarters. You have to go through two berthing areas, so expect to meet some resistance.



Go through the door on the right. The three enemies in the first berthing area come to attack you. Step back through the door so they can't all get to you at the same time. As before, watch for the time to counter to quickly finish off these three. You can pick up a hunting knife as a reward.





As you advance through this area, pick up a bounty card [#28] on the table on the right side.



Continue through a doorway and corridor to get to the second berthing area, which holds three more enemies you need to deal with. Use the same strategy as before to take them all out.



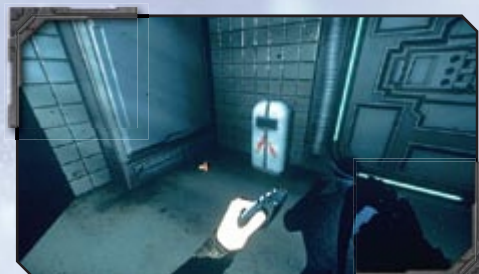
Make your way through this berthing area and then around to the outer corridor. Iron Lord comes out to stop you as Margo runs for his quarters. Iron Lord is the champion fighter on the *Dark Athena*. Though he is not armed, he can really put the hurt on you.



Get in and slash as much as you can right at the start. He hits so hard, you can't really block, so back away or watch for a chance to counter. It will take a few counters to drop this guy, so keep at it.

### TIP

If your health is getting low, backtrack to the NanoMed health unit and heal yourself before continuing. More fights await up ahead.

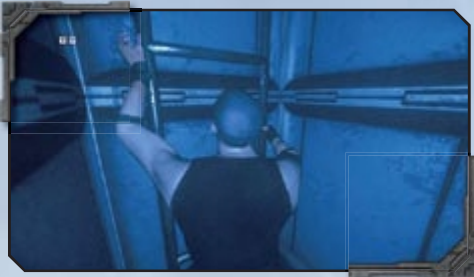


Check the two shower rooms off to the left side of the corridor for a NanoMed cartridge and a bounty card [#24].



The door to Margo's quarters is locked, so continue all the way to the end of the corridor and turn left. Open the grate and enter the shaft.





Follow the shaft into the dark and take a left to find a ladder. Climb up the ladder.



You end up looking down through a ventilation opening at Margo in his room. He sees you, so there is no surprising him.

Margo is armed with a knife, so be careful when he moves in to attack.

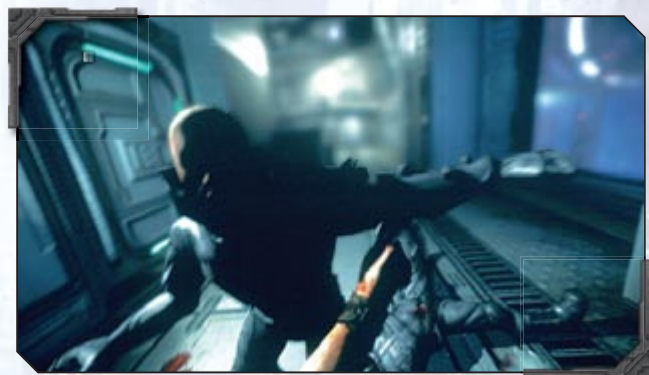


Try to counter his attacks to take Margo down. It is a good idea to get in some slashes as well as counters to cause as much damage as you can before Margo can hurt you.



Don't forget to take Margo's gold tooth. That was your purpose in coming here in the first place.

A bounty card lies on the table [#4?] and Margo's code is on the bunk. Pick up both before leaving the quarters through the now open door.

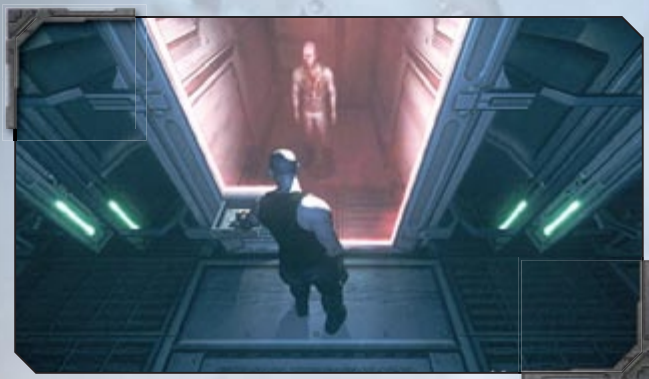


As you head back towards the control room, you are attacked by two enemies shortly after leaving Margo's quarters. Slash at them and counter their attacks to kill them.

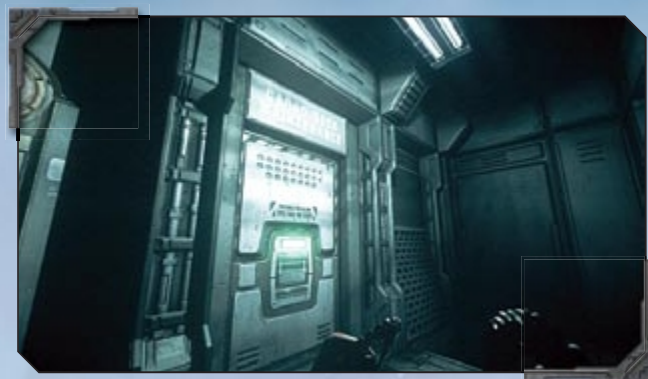




You face another enemy near the NanoMed health unit at the corridor intersection. Take him out and then heal yourself.



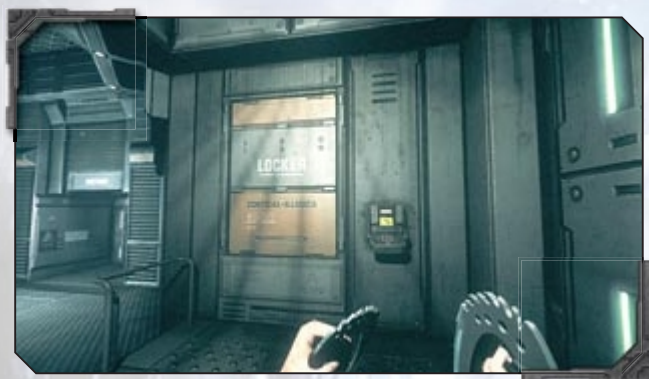
Make your way back to the cell block and approach Jaylor. Place Margo's tooth in the slider to give to Jaylor. He gives you a code, as well as a rant about Silverman.



The screwdriver allows you to open the hatch in the cargo deck maintenance room—the room where you first entered this area prior to the control room. Move along the walkway around the outside of the control room and go through this door.



This is the hatch you are looking for.



Now exit the cell block and immediately turn right to locate the locker. Enter the code to open the locker and pick up the screwdriver inside.

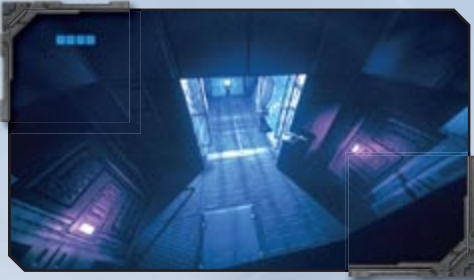


Open the hatch and drop down into the dark shaft.





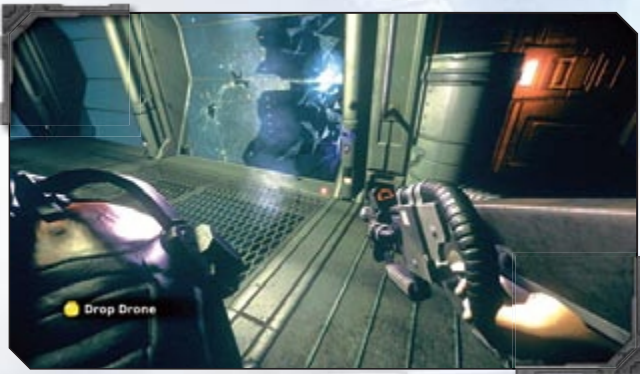
# Alternator



Follow it around until you come to this opening overlooking a drone below.



Wait until it walks away, then drop down and hide behind the barrel in the shadows to the right.



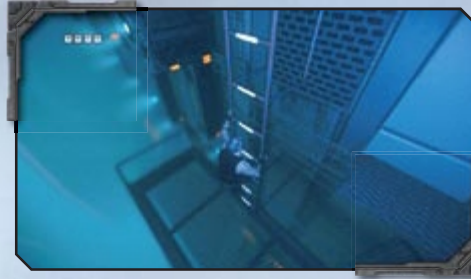
As the drone has its back to you, sneak up behind it and kill it. Then use its gun to shoot out the glass on the right side of the room.

Drop down on this narrow ledge and follow it to the end.

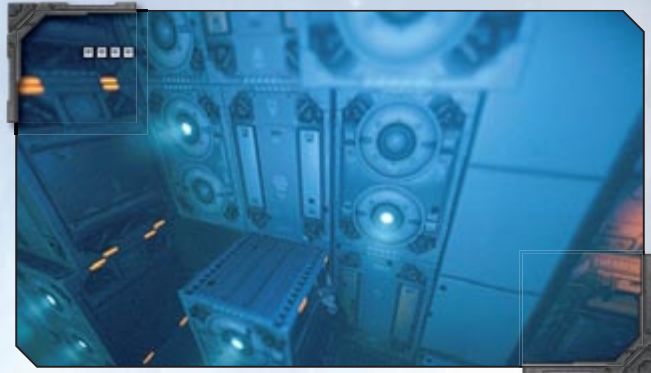


## TIP

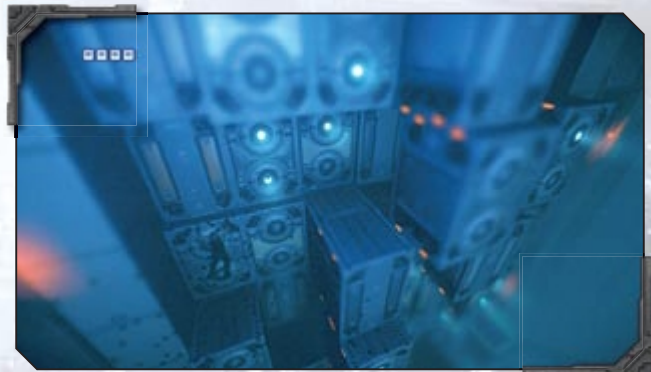
An elevator with a searchlight is moving up and down. When the searchlight shines on you, enemies will fire and try to kill you. Therefore, move from cover to cover while avoiding the light.



Drop onto a catwalk and then climb the ladder up to a platform.



Turn left and then climb up onto a crate. Keep moving forward, hiding in gaps between crates and the wall when the searchlight is shining on your area.



Get to the left side of this area, then grab onto the ledge above and shimmy to the right. Climb up on the crate and then move into another gap to hide.





Move to the right and climb up on a crate, then face the wall and climb up another crate. Quickly move to the gap to the left and hide as the light comes again.



52

Now climb a crate to the left, grab the ledge, shimmy to the right, and then climb up and hide in a gap until the light passes.



Now climb up onto the crate to the right. A ventilation shaft is to the right. However, turn to the left and jump across to grab onto the crate and pull yourself up.



Pick up the bounty card [#54] on top of the crate, then jump down to the crate on the right.

Jump across to the platform where a green-lit door is open. Enter the shaft and climb a ladder.



At the top, follow another shaft to an opening in the floor. Climb out and hide in the shadows while you take a look at what threats lurk in this area.



There is a single drone here. Wait for it to walk away, then sneak up behind it and kill it. Leave it where it lies—you will need it later.

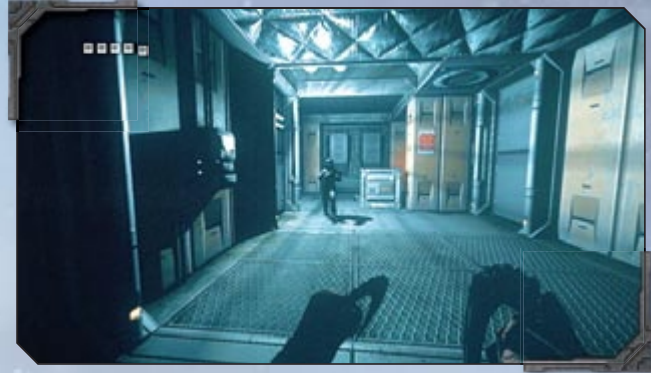


Kick out the loose floor grate in this room and then drop into the shaft. Follow it to another room and climb out.





You have found a NanoMed health station. This one not only heals you, it also increases your maximum health by one block. Use it.



Continue up the stairs and follow a corridor to a green-lit door. Walk through and get ready for another fight. Wait for this enemy to come to attack you and then kill him with a well-timed counter.

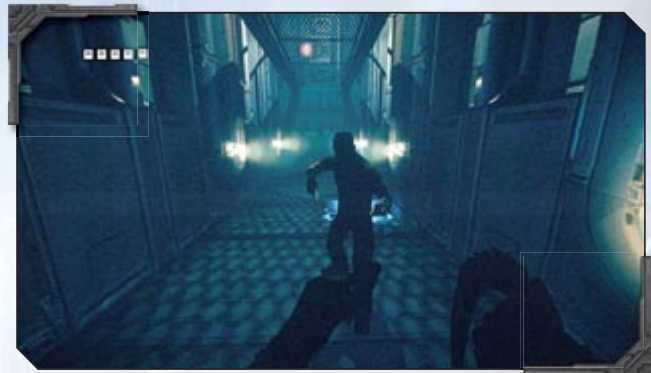


Exit the room through the now open doorway and drag the drone back into it.

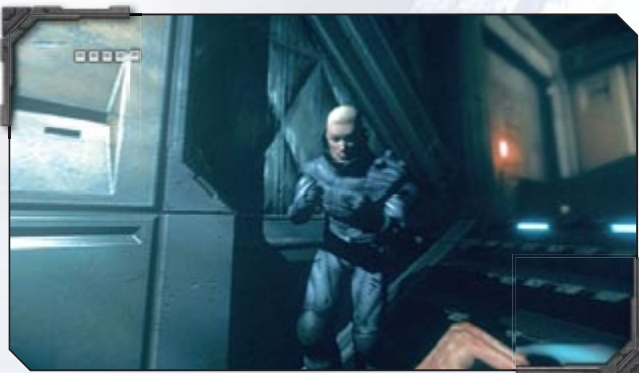
Move to the other end of the room and drop into this hole.



Use the drone gun to shoot out the glass doors in the room with the health station.



Follow the shaft to a maintenance area where an enemy is fixing something. He comes at you with knives, so be ready to counter and slash to kill him.



Enter the next room through the broken glass and head up the stairs. Move with caution as an enemy is heading down the stairs. Fight using the skills you learned earlier, watching for counters to defeat him.

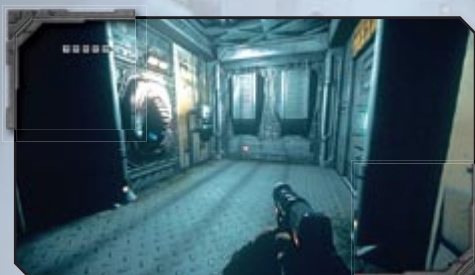


Continue to where he was working to pick up a tranquilizer gun. This will come in handy. Now back-track to the hole in the floor and climb out.





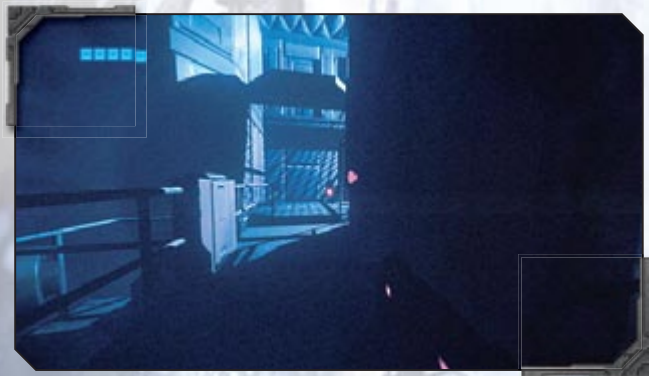
Use the tranquilizer gun on the drone that appears. It will be stunned only for a bit, so move past it and through the door at the end of this walkway.



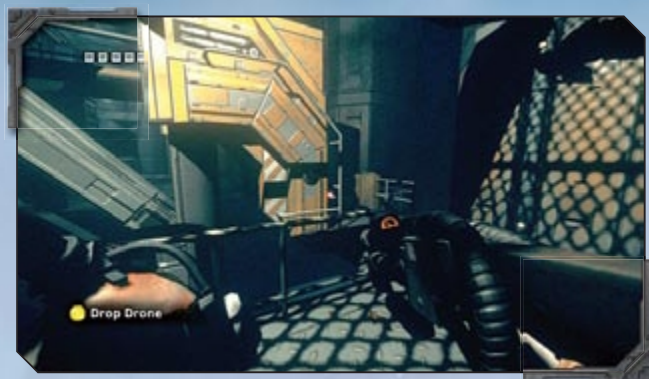
In the next room use the fully charged NanoMed unit to heal your wounds if necessary.



Exit through the other door and hide in the shadows of the next room. Several drones patrol the catwalks of this area. From your location, try to shoot those you can hit with the tranquilizer gun.



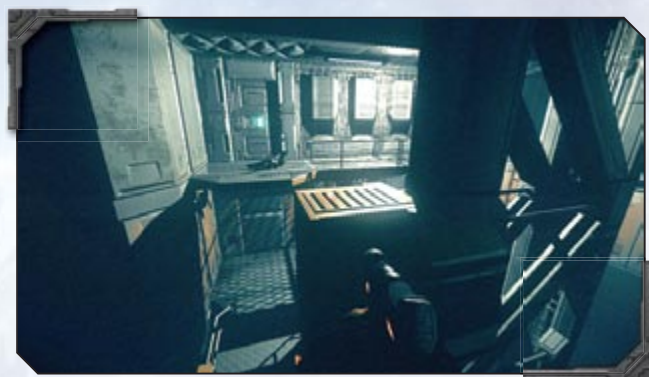
Move along the left side of the room, staying in the shadows, and tranquilize the drone on the other side of the elevator platform.



Switch to your ulaks and rush up and kill the drone. Use its gun to shoot as many of the other drones as possible.

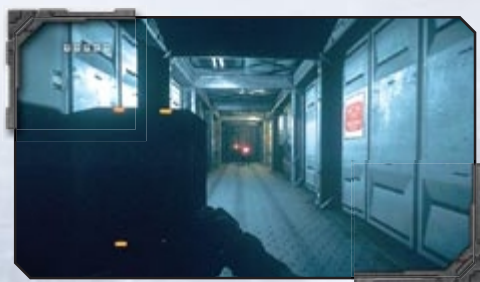


Climb up the ladder to the next level of catwalks and then follow them around, stunning and then killing drones as you approach them.

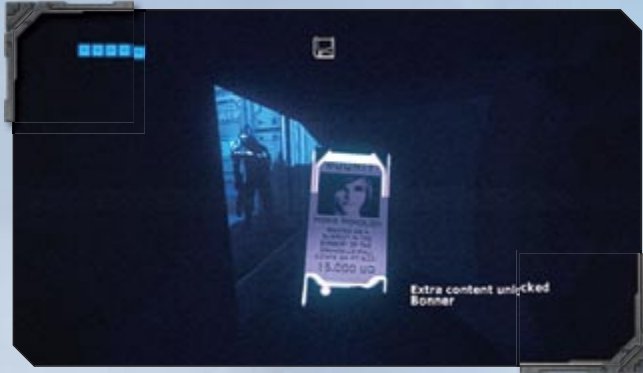


Jump across the top of the machinery here and then jump again to get to the far catwalk. Head through the green-lit door.

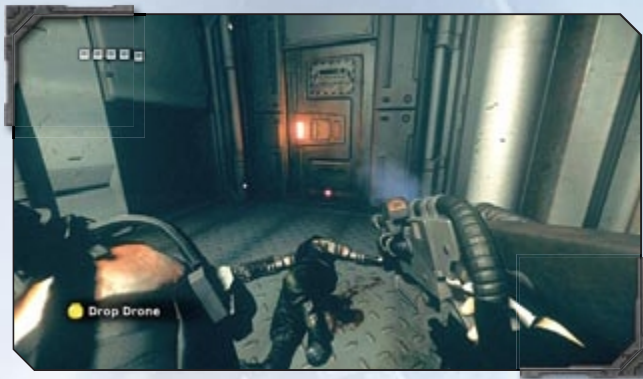
In the next area, stun the drone up ahead and then rush into the shaft along the left side of the corridor.



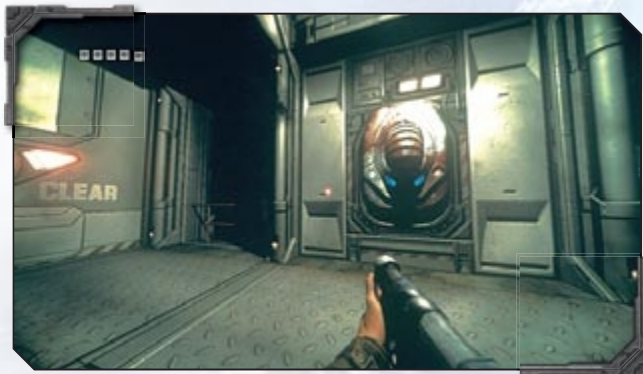




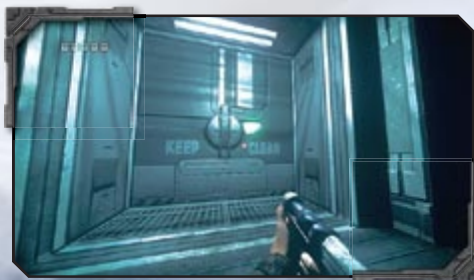
Inside you will find a bounty card (#6). Pick it up and then stun the drone again before killing it.



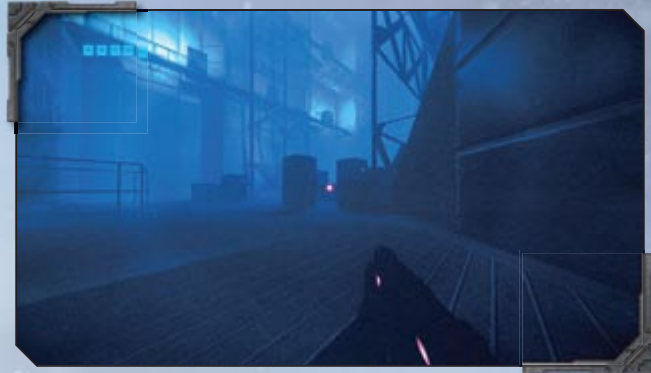
Use the drone gun to kill another drone that comes down the stairs. Once both are dead, head up the stairs.



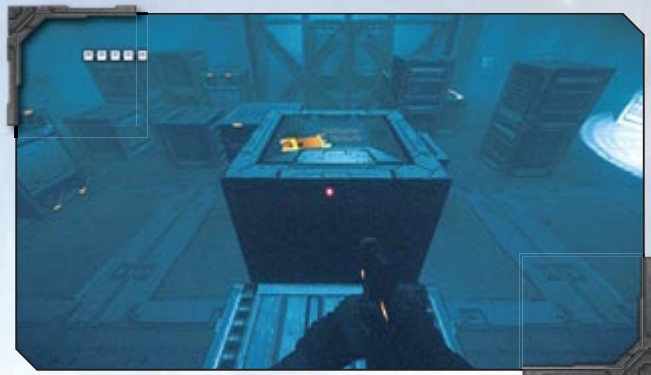
At the top, use the NanoMed health unit if you need to heal yourself. Then climb up onto the ledge to access the next area.



Move through the room of crates and then through this door.



You emerge into a huge room. Opposite you are several enemies on upper levels. A searchlight shines back and forth looking for you. If it illuminates you, the enemies will fire. Make your way to the right side of the room, staying crouched in stealth mode and hiding behind crates as you go when the light gets near.



As you advance, look for a bounty card (#39) on one of the crates near the center of the room. Jump up on a low crate to help you locate it since it is above eye level and can't be seen from the ground.

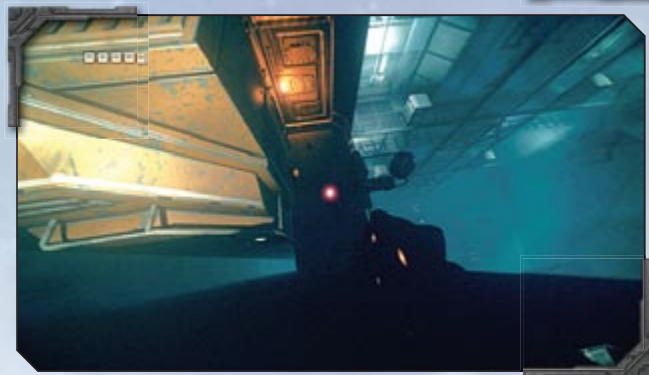


Enter this elevator at the opposite end to go up to the next level.





Now make your way along the catwalk back to the left side, jumping onto and over crates as necessary. You can try to tranquilize the enemies firing at you. However, as long as you stay out of the light, they won't see you. Continue to another elevator and take it up to the next level.



Follow the next corridor around until you get to a drop. A drone is down on the platform below. Stun it before it shoots. It is in the dark; however, your reticle will get brighter when it is over a target.

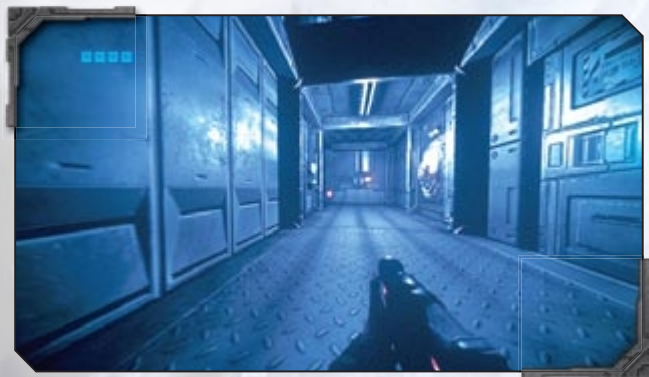
56



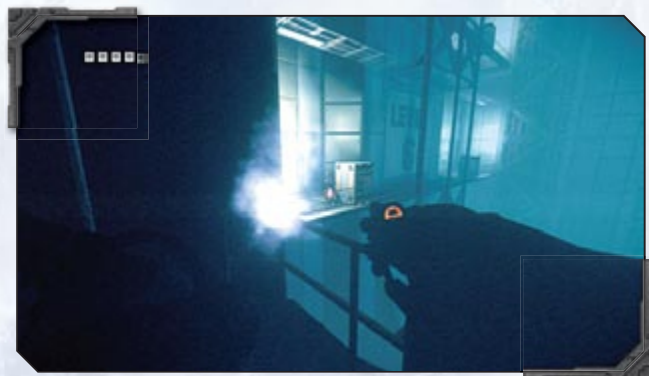
Go to the right again to get another elevator and then to the left on the highest level. Along the way you run into a couple of enemies. Stun them and keep going.



Drop down and pick up the tool parts. Then press the elevator button.

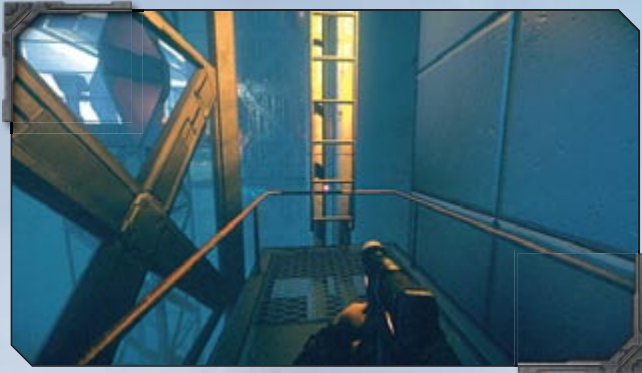


You finally get to this corridor. Heal at the health unit on the right, then head through the green-lit door.



As the elevator descends, enemies shoot at you. Use the drone gun to take them out easily as you descend.





At the bottom, get off the elevator and follow the catwalk around to the ladder. Climb up it and continue towards the control area where you first shot out the glass windows.



Jump up onto the crate and then reach up to the ventilation shaft and climb in. Follow it around to the cargo maintenance area where you first used the screwdriver.



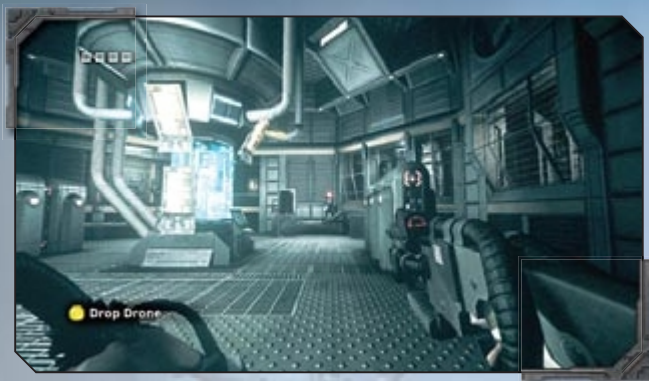
Climb up onto the platform and take a right.



Before rushing through the control room to get to the cell block, drop through the hole in the floor. A couple of drones now patrol the control room. Stun one with the tranquilizer gun when it is near the opening here.







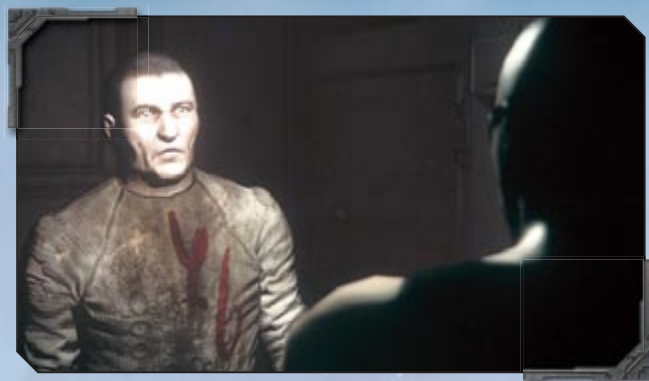
Then move out and kill it with the ulaks and use the drone gun to kill the second drone.



Head back to the cell block to see Silverman again.



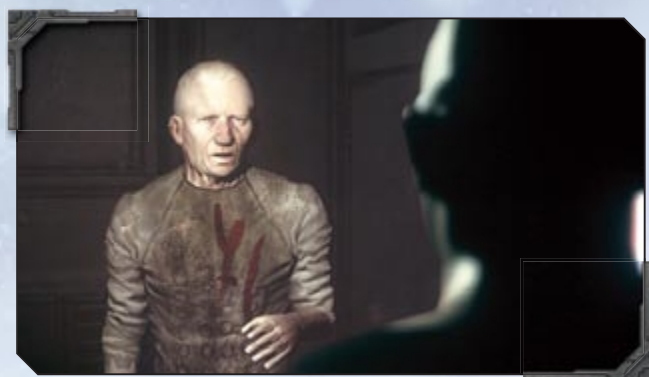
Put the tool parts in the slider to give them to Silverman. She uses them to create a vent tool for you. You can talk to her for a bit to find out more about why her family is out here as well as about her daughter, Lynn.



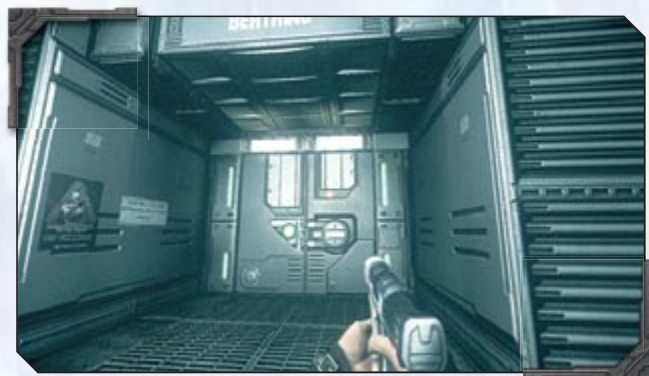
Now go talk to Dasher in the cells across from Silverman. He needs a data pad in order to help you.

Objective

Find a data pad.



Before you leave, talk to Senate. He was the captain of the *Athena* before Revas led a mutiny against him.



Now that you have a vent tool, you can open the vent in the berthing area just past Margo's quarters. So return to the control room and then head through the doors to the berthing area.



## Red Alert



The berthing area has been blacked out. They must be expecting you.

### TIP

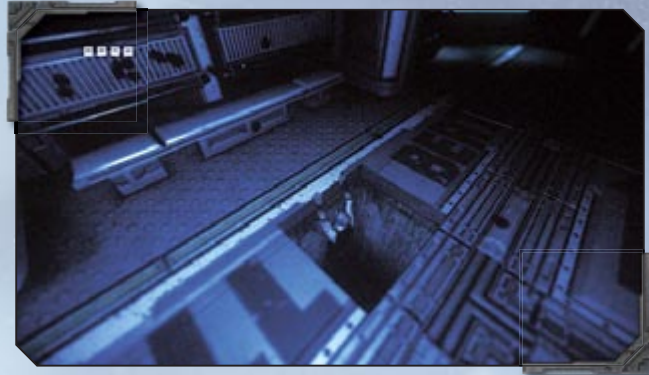
Your eyeshine ability will come in handy here in the dark and give you an advantage over your enemies.



After watching a commander order the enemies to eliminate you, turn to the right and watch for a drone. This one is under remote control. Stun it with your tranquilizer gun and then finish it off with the ulaks.



Go back by the TV where the commander was broadcast and shoot out this grate in the floor.



Drop down into a hole and pick up a bounty card [#46]. Then climb back out of the hole.



Enter the first berth room and stun the two drones inside. Quickly dispatch them with the ulaks. If for some reason you did not already have a tranquilizer gun, there is one in here along the left side. Continue to the second berth room. You have to kill a drone in the corridor between the two rooms.

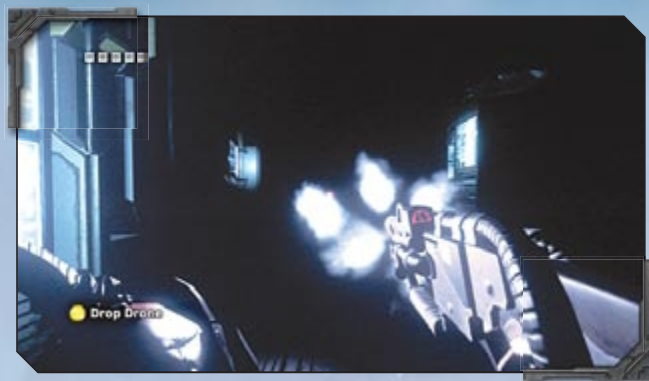


The second room also has drones. Again, stun and then move in for the kill.





Move through this room and then exit to the corridor where Margo's quarters are located. Stun the few drones at long range and then move in to kill one. Use its gun to finish off the rest.



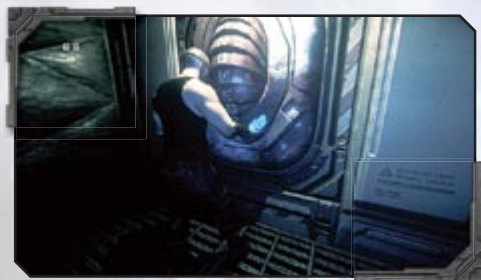
There are more drones in here, some of which are remote controlled and have lights that can detect you in the dark. Stun one, kill it, and then use the drone gun to kill others. When the ammo runs out, crouch back down and hide in the shadows until you can stun another and repeat the tactic.



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Climb up the steps near Margo's door and follow the walkway around to the edge of the room to get to the ventilation door. Open it and climb into the shaft. Crawl through the shaft until you can drop down into a room.

Once all the drones have been terminated, follow the lighted walkway around. Keep an eye out to your right. Be sure to find the bounty card (#29) on the fourth-to-last table in the mess hall area to the right of this walkway.



Stop by the NanoMed health unit and heal yourself.



The door at the end of the area is locked. However, there is a vent above it. Look for the pipe running above the door and then around to the right. Climb up on a table and grab onto the pipe.

A map in the same room shows you where you are located. You now need to head through the mess hall.



Shimmy to the left until you get to the vent. Then pull up and open the vent and enter the shaft.



## Data Pad



Make your way through the shafts and kick out the vent at the end.

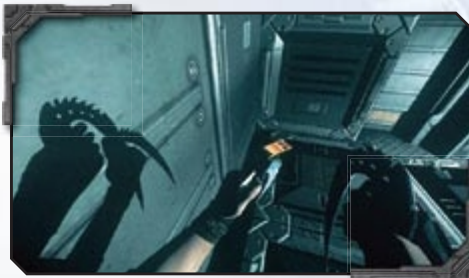
Don't drop down just yet. Wait for a drone to appear. Stun it and then jump down and finish it off.



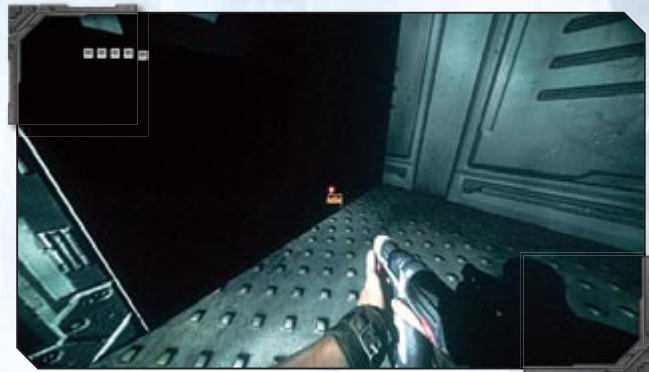
Move into the next room and eliminate a couple of drones.



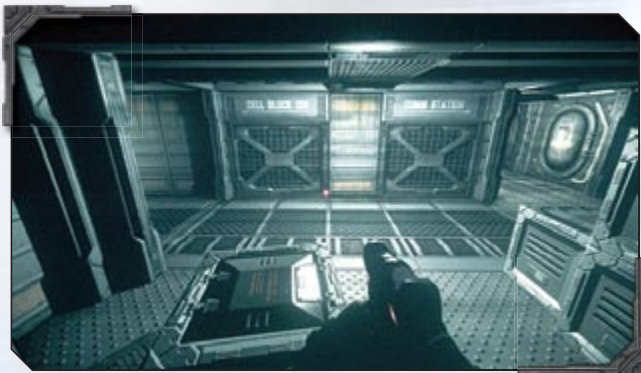
Check out the map on the wall. You want to head to the area labeled "air shaft" where the comm station is located.



Jump up onto the crates near the shaft opening and pick up a bounty card [#58].



However, before going there, move into the storage room to find another bounty card [#30].



The signs on the bulkheads show you where the corridors lead. Head to the right towards the comm station.

Cautiously enter the comm station and stun the merc at the controls. Move in to finish him off.







Pick up the data pad on the chair. This is what you were looking for.

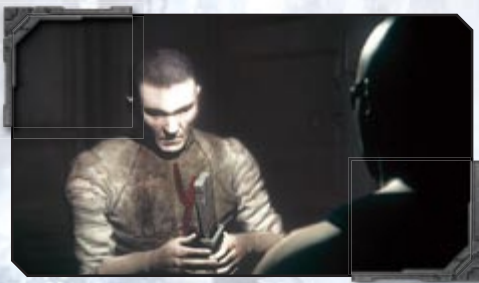


Before heading back to the cell block, check out the locker. The code you picked up in Margo's quarters when you killed him has the code. Enter the code to score a shotgun!



Now back-track out of this area and continue towards cell block 128.

Go to Dacher's cell and give him the data pad. He can use it to communicate with you through comm stations.



## Objective

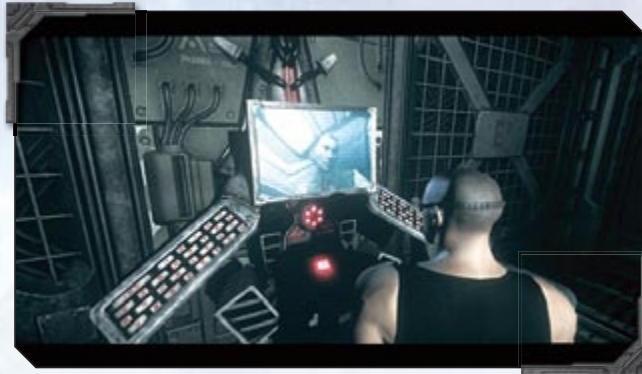
**Go to the comm station.**



Exit the cell block and follow the walkway around the control room to the left. Head through the first green-lit door.



Follow the same path you took earlier to get to the comm station.



Use the comm station to talk to Dacher. Tell him to shut down the large fan so that you can get down to the main deck.

Once Dacher has stopped the fan, walk over to it and drop through the opening to get to the next level.





# The Ship

## Main Decks



Riddick uses the ulaks to stop himself as he slides down the large fan shaft. Down below a couple of mercs are conversing.

Move forward to finish the job with your ulaks.



Drag all three bodies into the shadows to hide them.



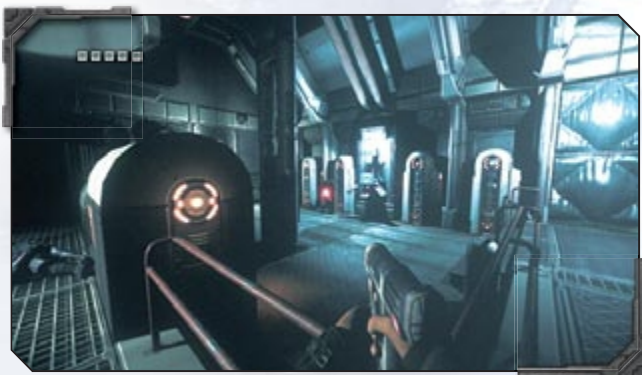
Drop down onto the mercs and Riddick automatically takes them out.



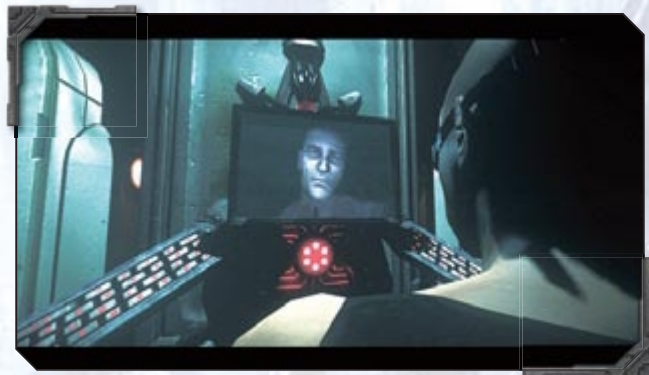
### Objective

**Contact Dacher to get the code to open the cells.**

63

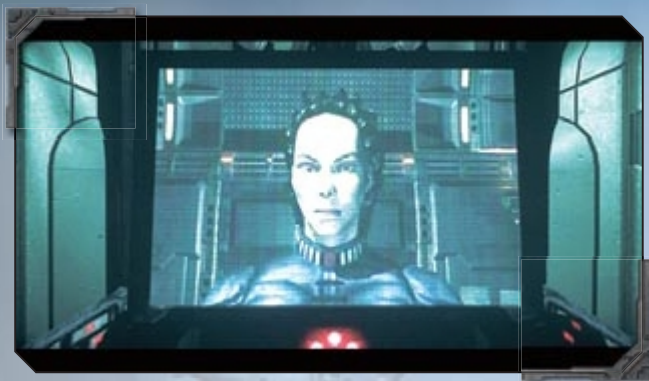


A third merc stands near the comm station. Switch to your tranquilizer gun and stun him.



Walk over to the comm station and contact Dacher. He gives you the code to unlock the cells. He also warns you that as soon as you do it, enemies will be headed your way. He suggests finding a drone control station and using drones to help clear out enemies.

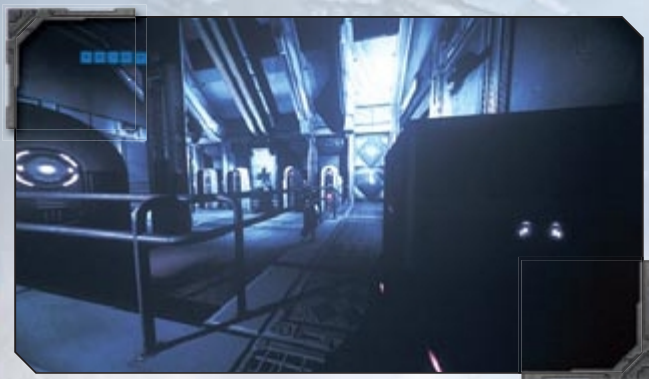




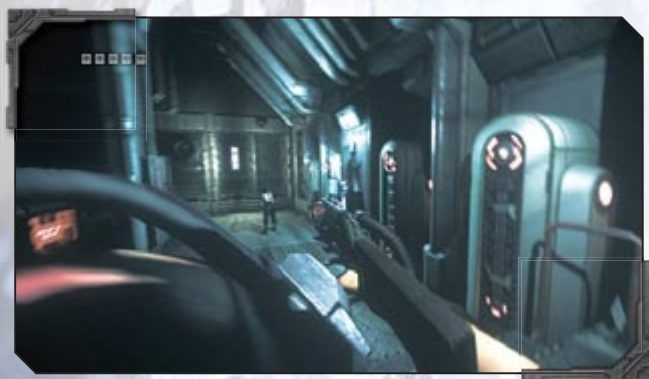
Captain Revas interrupts your conversation with Dacher. She now knows that you are the one causing all the trouble on the *Dark Athena*. Revas then orders her mercs to hunt you down.

### Objective

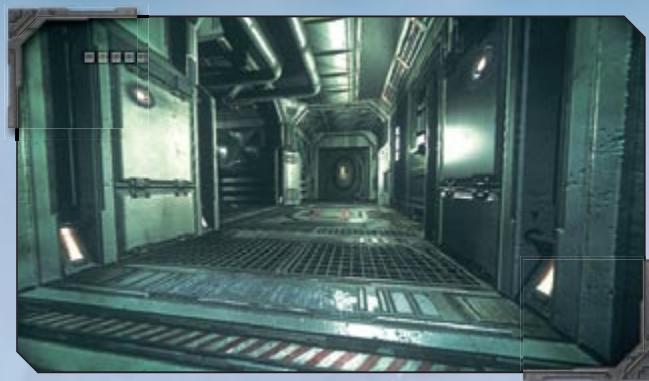
**Get to the drone control room.**



Quickly move to the dark corner on the same wall as the locked door—to the right of the comm station. Crouch and hide in the shadows. A couple of drones under remote control enter your room. Wait until both are in the room and then stun the one that entered second so the first won't see it. Then stun the first.

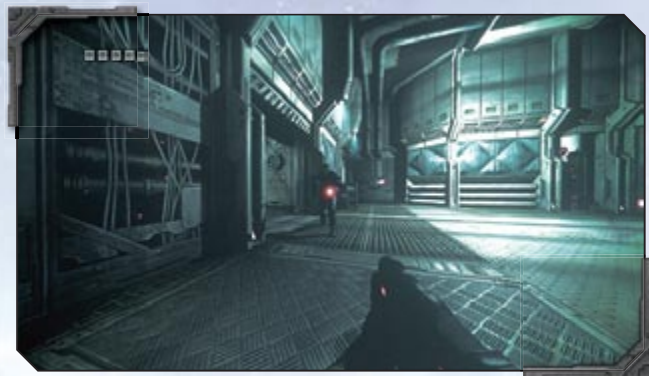


Rush up behind the second drone and kill it with your ulaks. Take control of its gun and shoot the other drone before it recovers.

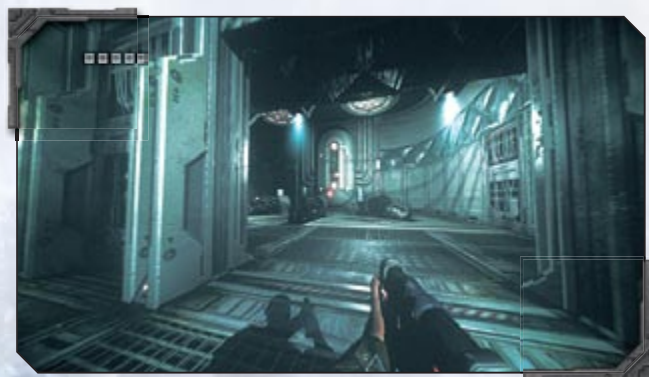


Exit through the now open door through which the drones entered. Walk straight ahead at the intersection.

In the corner of the dead end, pick up a bounty card (#11) to add to your collection.



Now head down the other corridor and through the doorway at the end. Have your tranquilizer gun ready. Stun the merc in this next room and then make him stay down for good with your ulaks.

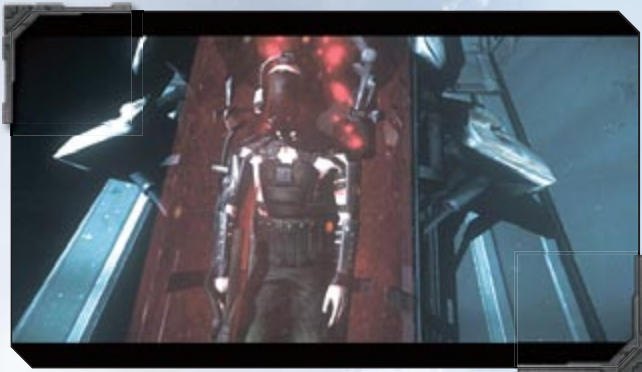


Move into the drone control room, which is to your left. Stun and kill the merc in here as well. Pick up the operator key the merc drops.





Now it is time to take control of some drones. Dacher locks you in so mercs can't get to you while you are controlling the drones. Walk over to one of the control centers and climb on.



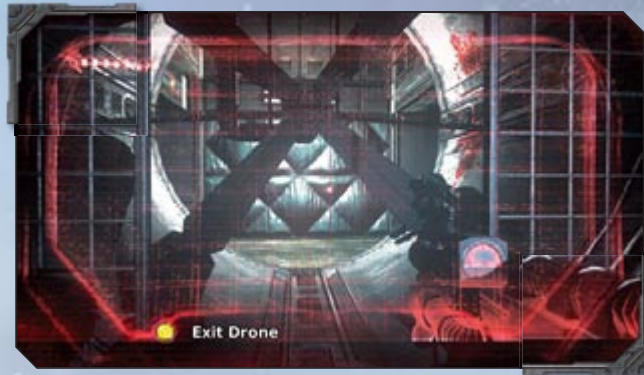
This interface lets you remotely control a drone. Unlike when you kill a drone and use its weapon, you can now have the drone walk around and even reload its weapon.

Turn to look down the corridor and locate a couple of mercs. Shoot them with the drone's weapon.

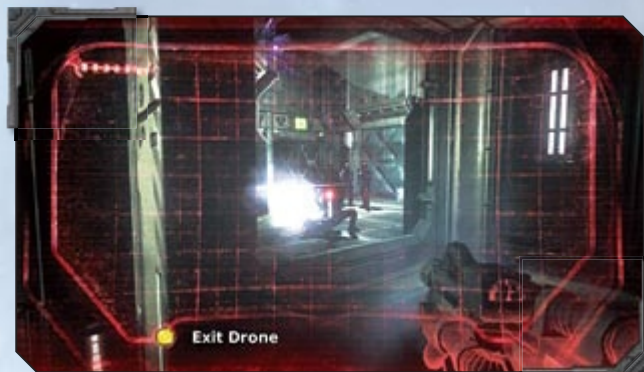


to open the grate and then move your drone right into the spinning blades of the fan. The drone is killed, but the fan stops.

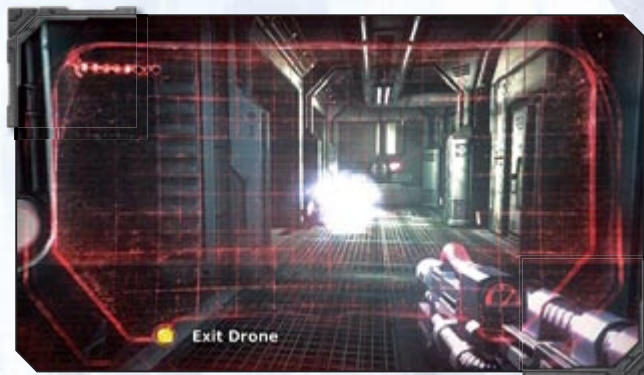
locate this large fan off to one side of the corridor. Shoot at the computer lock on top of the grate



Take control of another drone and move it through the fan to get to the corridor on the other side.



Turn left and follow the corridor towards the end. While facing the end of the corridor, strafe right through the first green-lit door. Fire through the glass window at the mercs in the next room.



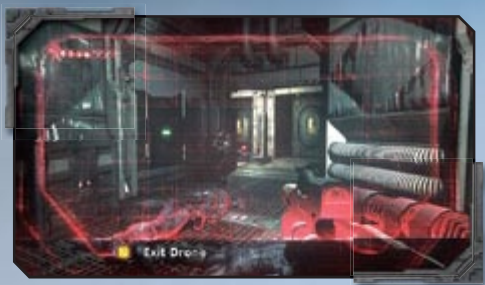
Pull back into the hallway as they come after you. Try to aim for their heads for quick kills. Use the alcoves along the left side of the corridor for cover as you finish off all of these mercs.

## TIP

If your drone dies, just take control of another.



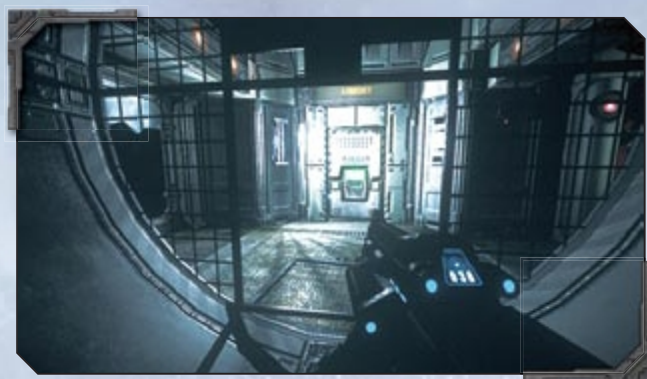
Now advance into the room where all the mercs were congregated. A drone has been activated, so kill it.



Be sure to pick up assault rifles dropped by the dead mercs and watch out for any drones you might have missed.

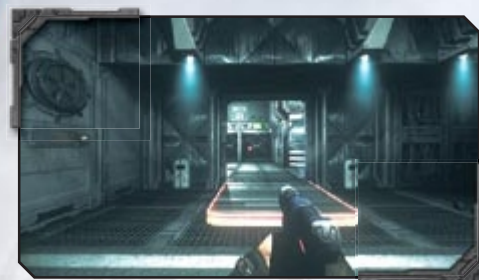


This room is just outside of the drone control room. The mercs have set up a device to cut through the door. You can't stop it, so take your drone back down the corridors it just came through. Mercs will be activating drones here, so be ready to kill them.



As you walk past the fan, the armory door is lighted green and now open. However, before entering, watch for a couple of drones down the corridor to the right. If you did not already kill them with your drone, you must stun and kill them now.

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When the door to the control room is finally breached, you lose control of the drone.



Once the corridor is clear, enter the armory and pick up more ammo for your assault rifle and shotgun.



Climb up onto the stack of two crates in the corner of the room to locate a bounty card (#41). Exit the room and head down the corridor to the left towards the large fan.



Also pick up a NanoMed cartridge in the far corner of the room.

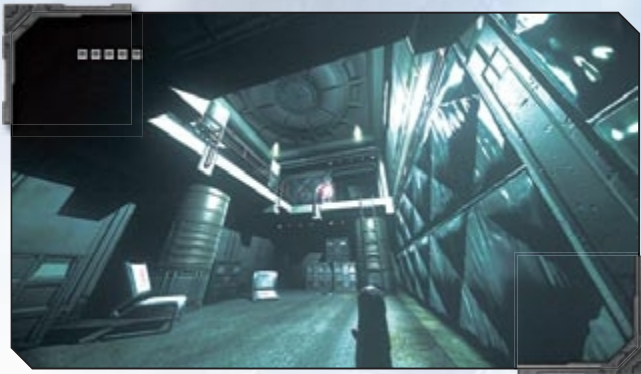


## TIP

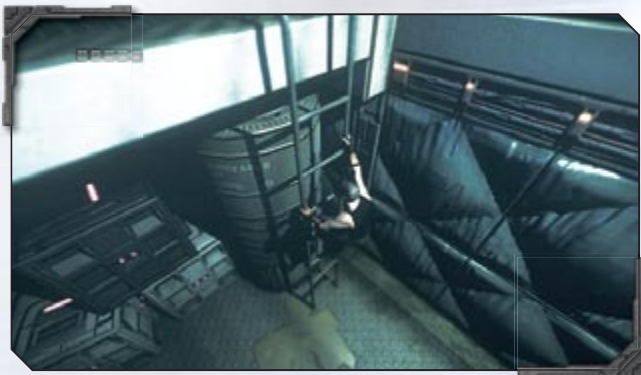
If you need to heal, exit the armory and turn left. A NanoMed health unit is at the far end of the corridor on the left side.



Exit the armory and turn right. Follow the corridor towards a room with a walkway around the top.



A merc patrols the top walkway. Hide in the shadows at the entrance and kill him with a head shot with the assault rifle. Or, you could stun him and then move in for the kill.



Climb up the ladder to the upper walkway and then make your way around to the left.



Another merc lurks down the corridor. Take him out.

Continue to the end of the corridor to find a bounty card [#2].

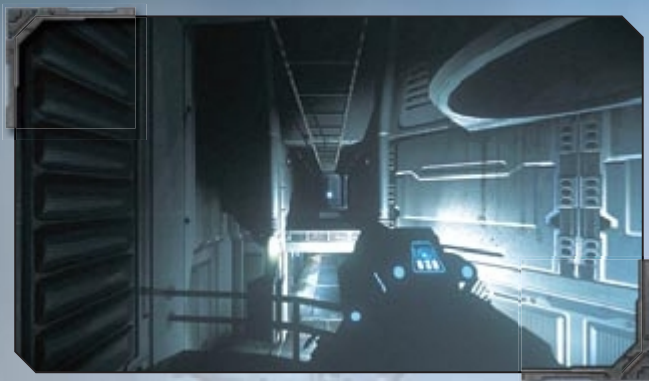


Return to the walkway area and crouch down. Move into the shadows to look down on the corridor below, where five mercs roam. From your vantage, you can eliminate most or all of them before you descend to the corridor. Use the assault rifle to take head shots. After firing, be ready to move back behind cover.



Keep moving about until you can get all of the mercs. Another tactic is to stun them and then kill them with the assault rifle while they are down.





Once all mercs have been killed, move to this position and grab onto the hangrail. Get to the corridor on the other side.

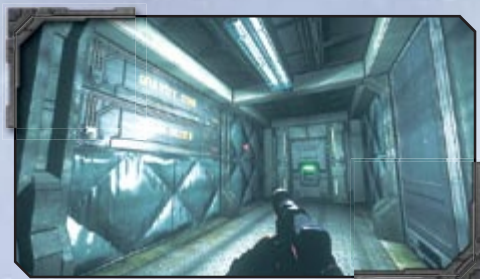


Follow the corridor around to the right to find a bounty card [#5].



More mercs have arrived and are looking for you. Instead of going back down the corridor to the hangrail. Shoot out one of the floor grates and drop down. Stun the closest mercs and then head through the green lit door.

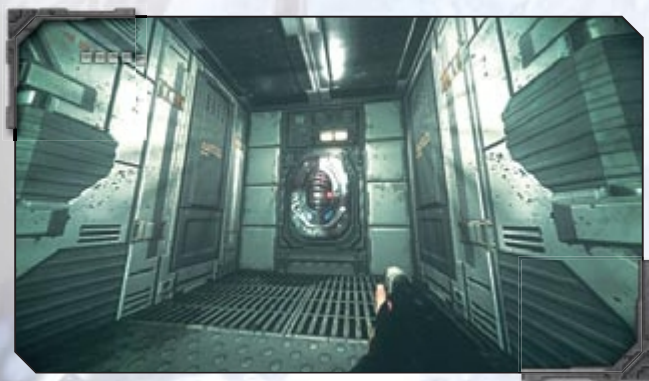
Continue on towards the gravity core through another doorway.



## Drone Mile

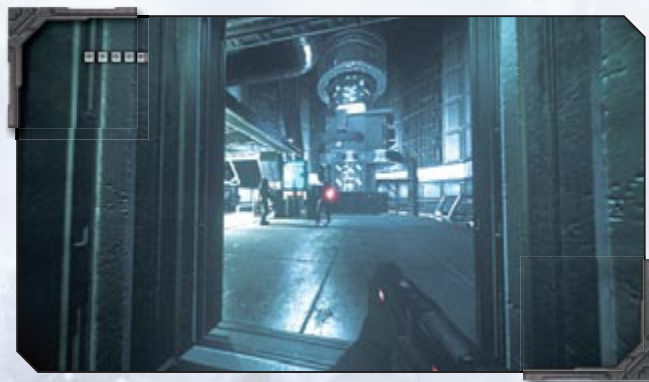
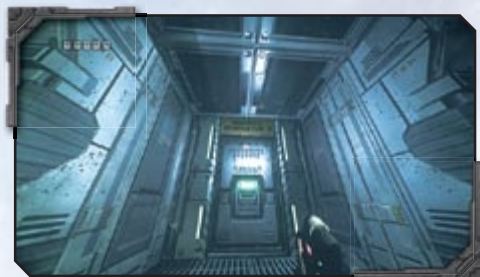
### Objective

Proceed through the *Dark Athena* to assist Dacher in fixing a getaway ship.



In the next room, heal yourself at a NanoMed health unit on the right side.

Finally, exit this room through the door labeled "Gravity Generator 2."



Keep going through another door to reach the gravity generator. Kill the two mercs ahead of you. You can stun and then kill, or just use the assault rifle. Once they are dead, the bodies are pulled towards the center of the room. Be sure to pick up an SMG from one of them.

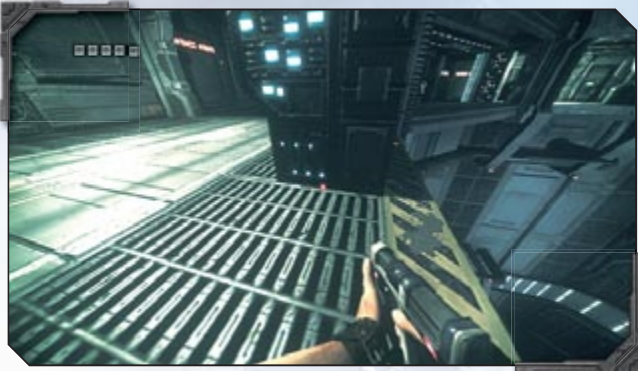


## TIP

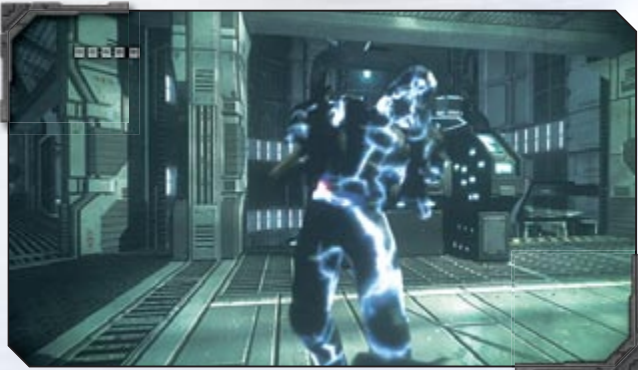
You will also be pulled towards the center of the room, so be careful to stay away from the edge or you might fall off.



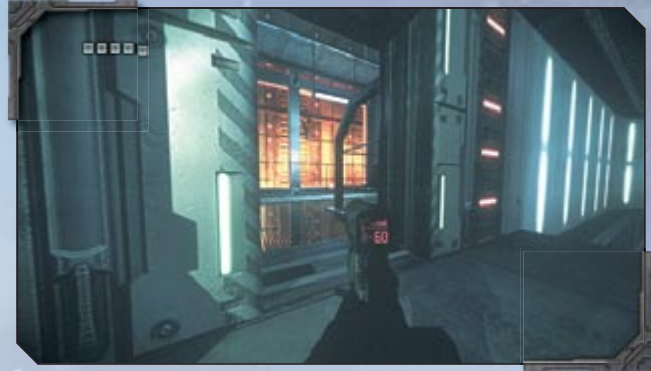
Follow the walkway around, eliminating mercs as you go. Try to stay in the shadows as much as possible and engage them at long range.



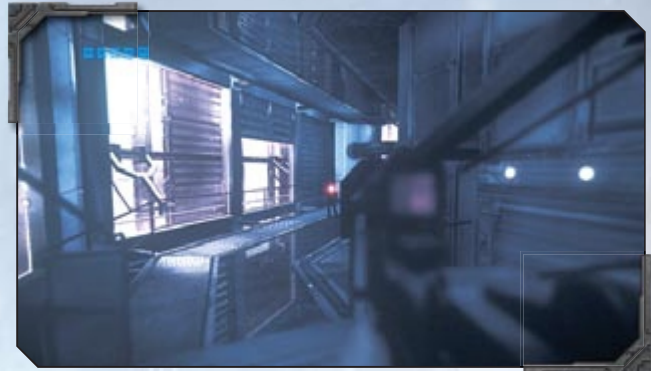
After clearing out the mercs near the first area where you entered the gravity generator, look behind this console to find a bounty card (#22). Be careful not to fall off the edge while picking it up.



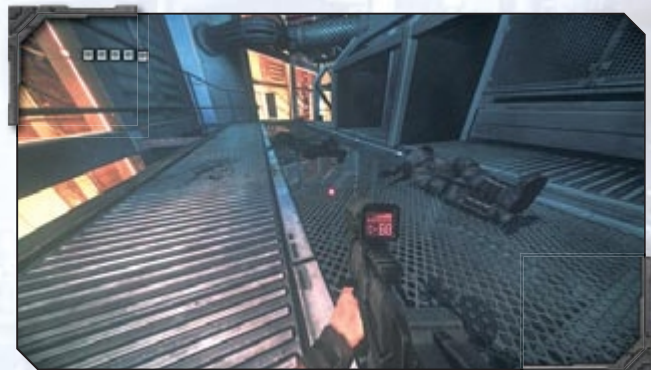
To collect ammo for the SMG, stun the mercs and then move in to kill them by pressing the attack button while standing over them. Otherwise, if you kill them at a distance, the bodies and ammo will be dragged off the edge.



At the end of the walkway, head through this door on the left into an area overlooking a drone processing area.



Crouch and advance down this walkway. As you approach some steps leading down, be ready to engage some mercs. Line up a shot with your assault rifle or SMG and aim for the head. When the first goes down, two more show up. Be ready to kill them. Pull back if necessary.

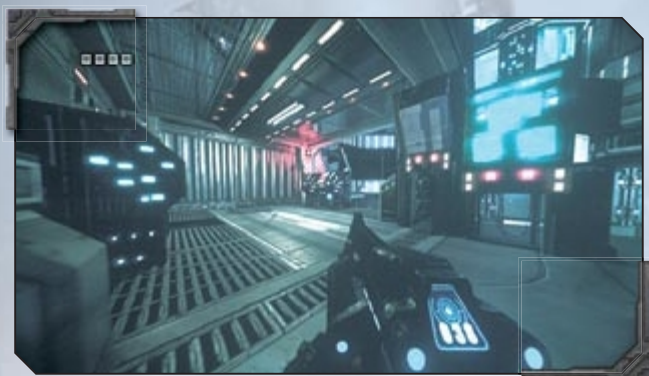


Once they are all dead, collect ammo for the SMG and assault rifle from their bodies.

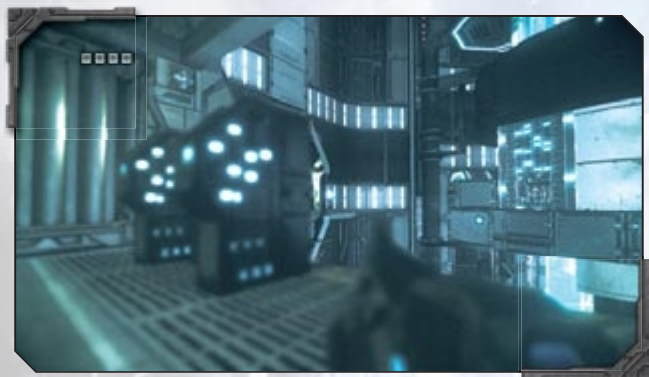




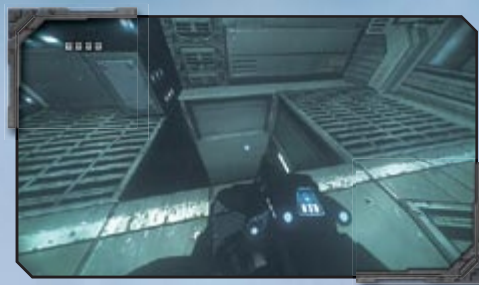
Keep advancing until you can see this merc at the end of the walkway. Shoot him at long range and then kill the other merc that returns fire. Stay low in the shadows to make it harder for him to see you.



Exit through another doorway out onto a walkway around the gravity generator. The mercs have put up a security wall blocking your progress.



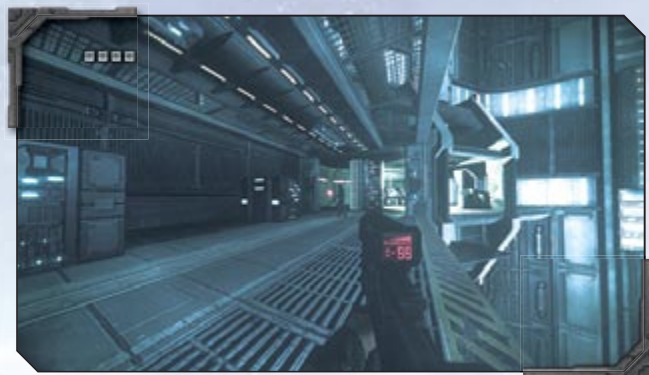
Before you find a way around it, position yourself next to one of the consoles on the right to prevent yourself from being pulled over the edge, and then kill mercs up ahead with your assault rifle.



When you have killed at least one or two, drop into this shaft.



As you approach the end, press the use button to pull yourself up onto the walkway. Riddick grabs a merc and throws him over.



There should only be one or two mercs left. Use the weapon of your choice to neutralize them as you advance to the end of the walkway.

After you clear out this area, head back towards the blast door and use this keypad to open it.







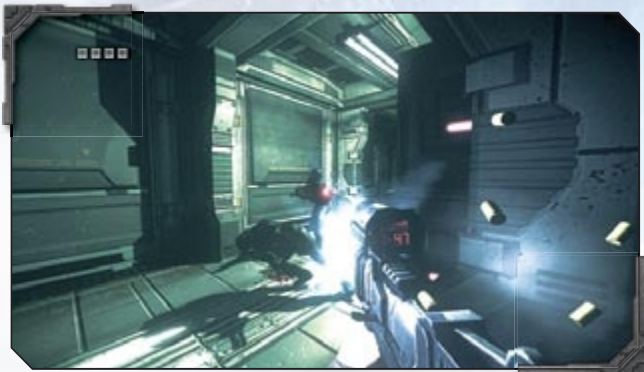
Go to the door where you entered this area and then carefully walk along this ledge to pick up a

bounty card [#14] at the end. Now make your way back to the opposite end of this area and exit the gravity generator.

Exit this area through the green-lit door to the right. A merc patrols up ahead, so be careful.



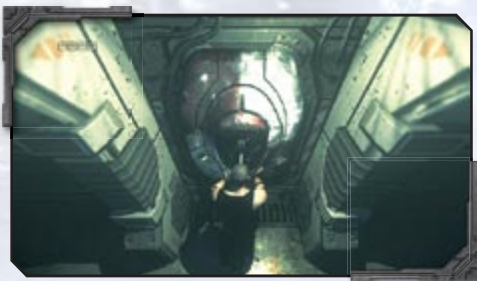
Move forward and hide in the shadows on the right. Wait for the merc to come to you and then stun him with the tranquilizer gun and finish him off. There are other mercs in this area and you don't want to reveal your presence just yet.



As you head through the green-lit door, be ready for action. Two mercs on the other side carry shotguns. Take them both out. The shotgun works well here, as does the SMG.



Pick up the ammo and then heal yourself at the nearby NanoMed unit.



Advance to the crates and stay in the shadows. Look for some more mercs to the left. Stun one and then the other. Move in to finish them off, but be ready for another down the walkway to the left.





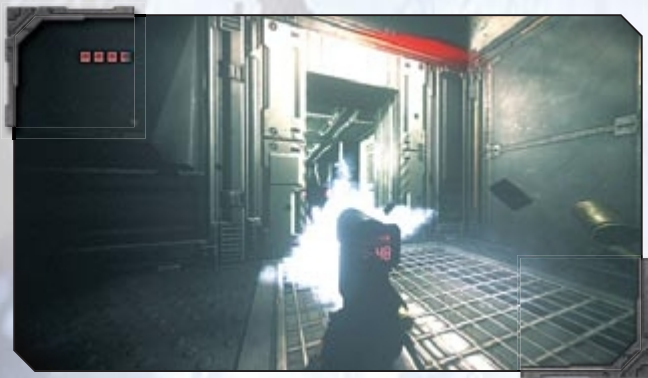
While staying in the shadows, eliminate the last merc in this area. You can stun him first or just use the SMG. Be sure to pick up ammo.

### TIP

It is a good idea to use the SMG instead of the assault rifle through this area; most of the mercs are carrying SMGs, so you can easily restock your ammo by picking it up from their dead bodies.



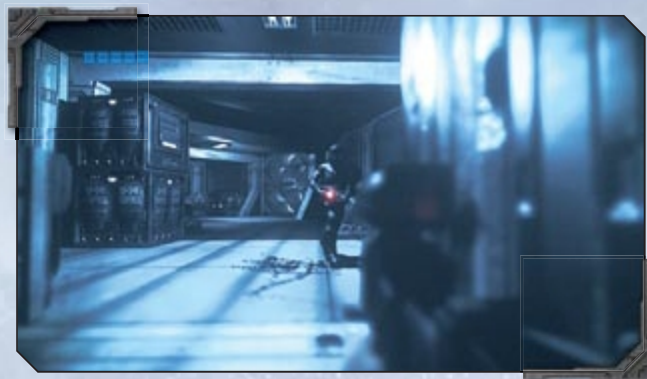
As you approach the green-lit door, have your SMG ready and move to the side of the door. As it opens, lean out into the doorway, press the aim button, and then start shooting at all the enemies in the next room.



If you start getting hit, duck back behind the door and even pull back away from it, gunning down mercs as they come at you.



Pick up the ammo from the dead and continue to the next green-lit door. Another group of mercs is on the other side.



Use the same tactic as before—leaning around the corner of the doorway and picking off mercs with the SMG.



Advance through this area once it is clear. Look for a bounty card [#57] along the right side in between some crates.

Continue through the area and on to this green-lit door at the end.







Enter the next room and turn to the right as you stay low. Move towards the platform, where there are a couple of enemies. Stay in the shadows and take them out when you have the shot.



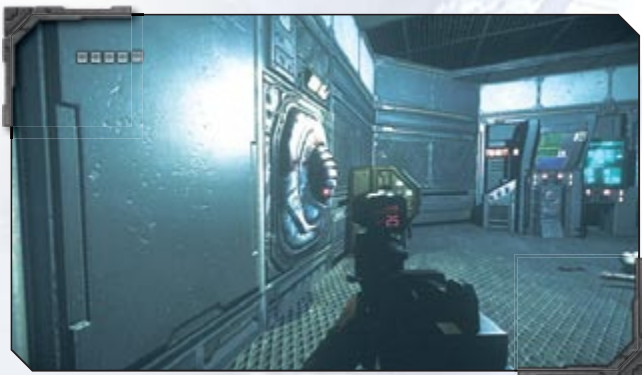
You have been doing a lot of walking. It's time to take a ride. Move over to this console and activate the rail power.



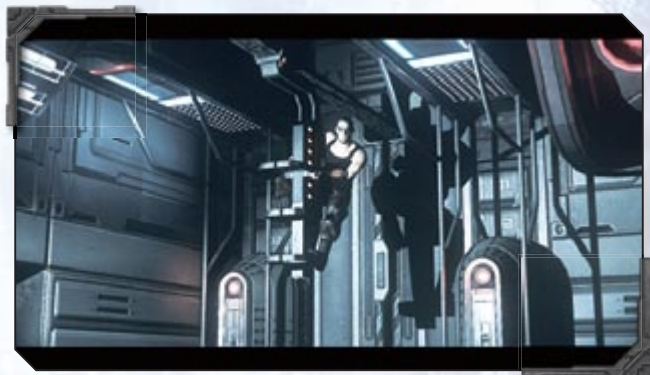
Before heading to the platform, go to the end of the room on the left side to pick up a bounty card [#26].



Turn around and follow the catwalk over to this boarding area.



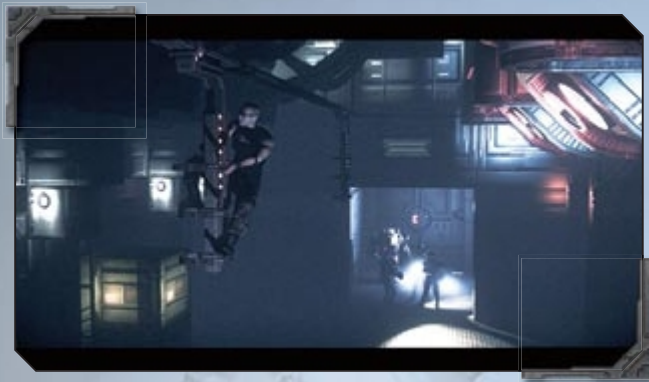
Now advance up the steps to the platform. Use the NanoMed unit to heal yourself if necessary.



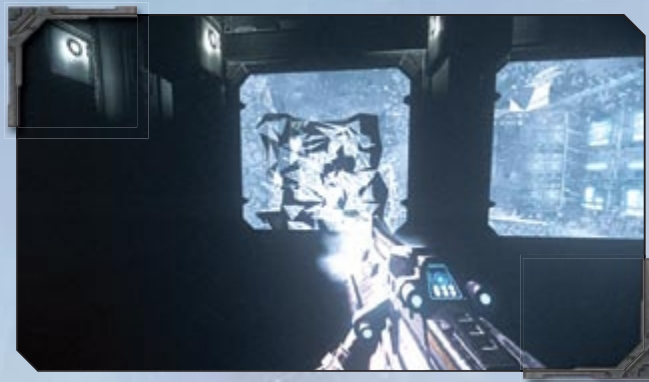
As a drone-track carrier comes by, climb aboard and see where it takes you.



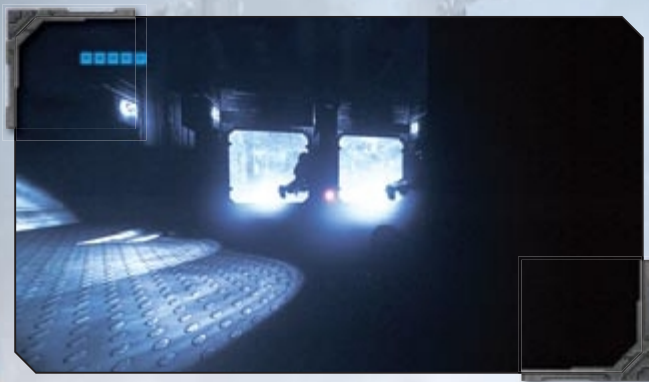
# Recycle



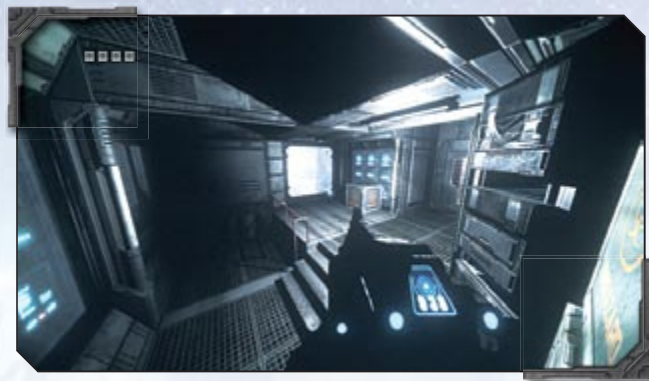
The track comes to a stop and three mercs enter the area. The lights are out and they are hunting you. Use the dark to your advantage.



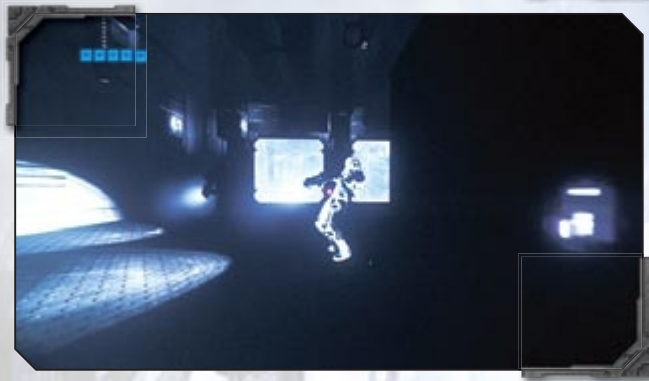
Shoot out the glass window on the left after picking up ammo from the mercs. Then climb through the opening.



Climb over these crates to get to the other side of the room.



Move to the shadows between the glass and the crate up ahead. Crouch down so you are hidden as you see what is happening up ahead.



Crouch down behind the crate where you begin this area and wait for a couple of mercs to walk past you. Use the tranquilizer gun to stun the second merc first since he will turn to face you and catch you in his assault rifle's flashlight. Then quickly stun the first merc. Switch to your assault rifle and kill them before they recover. Stay behind the crate—the third merc is still out there. Lean around the left corner of the crate and hit the third merc with the tranquilizer gun. He moves around a lot and you don't want to get into a long firefight with him. Finish him off once he is stunned.



Three technicians are changing prisoners into drones. Take aim with either your SMG or assault rifle and mow them down. Move in and pick up their guns.





Move over to one of the prisoners on the table, Miles, and talk to him. He asks a favor of you. You can choose to help him or not. It doesn't matter.

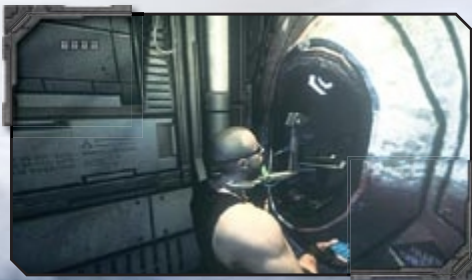
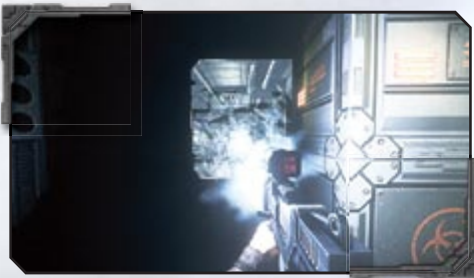
## NOTE

For more information on the "Miles's Letter" side mission, see Appendix C.



After the conversation, put him out of his misery using the gun you picked up. The other prisoner doesn't have anything to say.

Shoot out the other glass door in this room and walk through the opening.



Use the NanoMed unit to heal yourself if necessary.

Opposite the healing unit, look for a bounty card [#42].



Before opening the vent in the room, explore the corridor just past it. If you go to the left, you will find only a couple of technicians, nothing else.



However, if you head right, the corridor takes you to the waste disposal room. Kill the mercs in there.



Then check in an alcove on the right side to find a bounty card [#37].

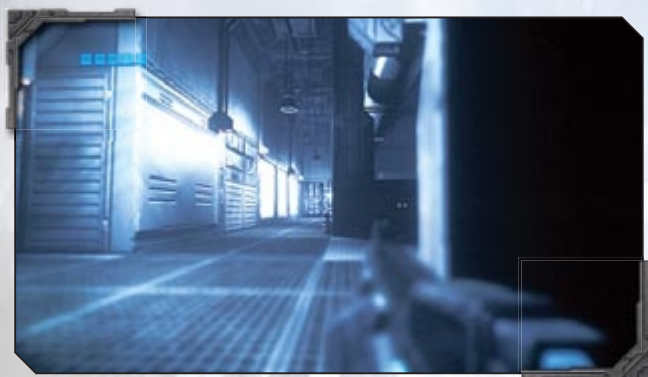




Now open the vent in the room with the NanoMed unit. Drop down into the shaft and follow it to the next room.



Push open the grate at the end and crawl out. The next room has several mercs in it. Take cover behind the crate.



Lean around the corner of the crate and pick off as many mercs as you can. Use the SMG and the assault rifle. You can also try the tranquilizer gun to buy you some time if there are a lot of mercs all firing at you.

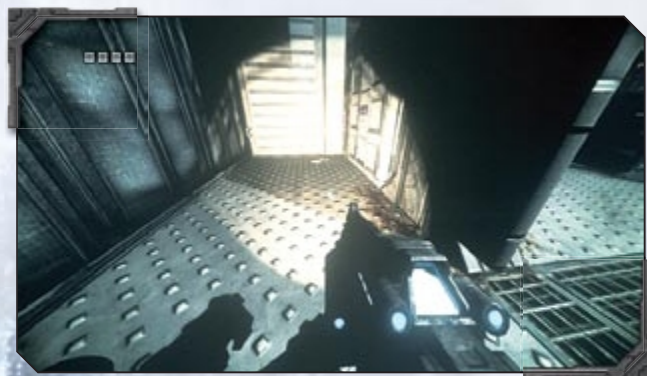


Once you have hit all the mercs you can from this position, move to take cover behind the crate to your left. This gives you a better field of fire to the right.

After it seems clear, advance to the shadows by these crates. Check for mercs around to the right side of them.



Move to the left and take cover behind a support and watch for enemies firing at you through the windows. Get in some shots on them, killing them at range. Remember to aim for their heads for quicker kills.

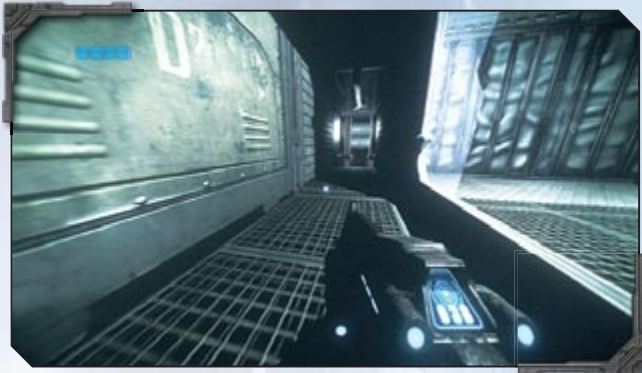


When the firefight is done, move to the far side of the room and check around a corner to find a bounty card (#13).





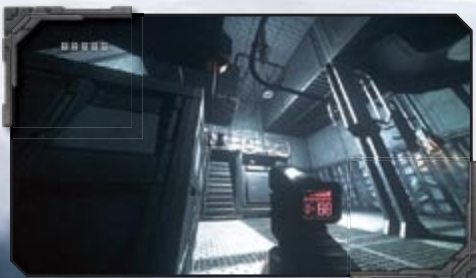
If you took some damage, head back towards the shaft. The locked door to the right is now open. Stop by the NanoMed unit to heal.



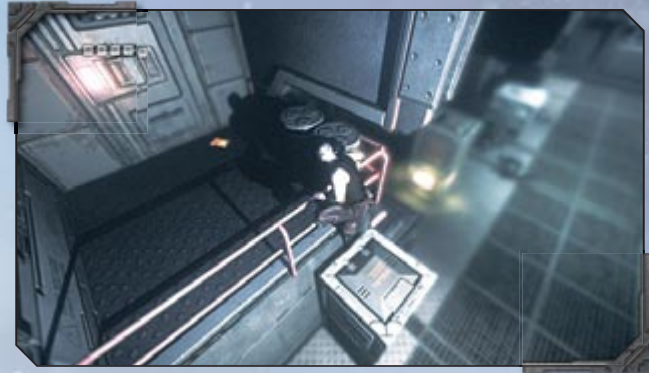
Return to the room where you just killed a lot of mercs and move into the passageway on the other side of the broken glass. Follow it to the end and drop down into the next area.



Revas sends seven drones at you. Stay crouched in the shadows and be ready for close combat. The shotgun works well here, as does the SMG.



Also kill the merc up on the platform.

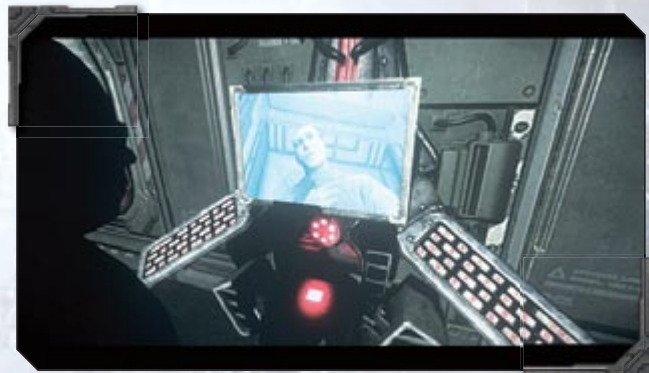


Once it is clear, move to the end of the room opposite the platform and climb up on some crates. Climb over the railing to pick up another bounty card [#8].

Return to the floor and head back to the platform. Climb up the crates to get up to the platform.



Heal yourself at the NanoMed unit if necessary and then use the comm station to contact Dacher.



Dacher tells you that Revas is sending a mech to your location. He advises you to lure it into the waste disposal room and onto the trap door.



## Objective

**Lure the mech to the waste disposal room.**

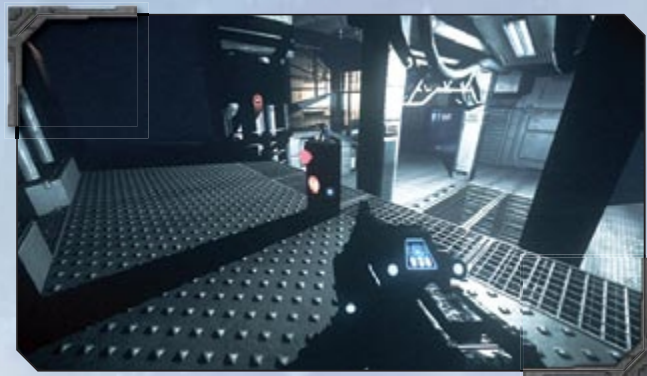
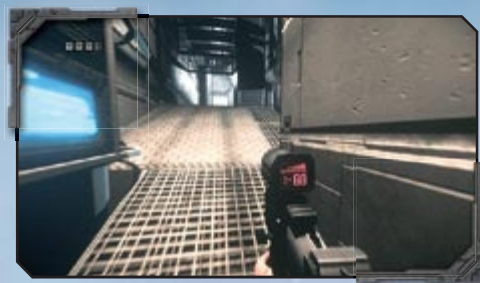


At the opposite end of the room, a merc appears in the doorway. Kill him and then jump down from the platform.

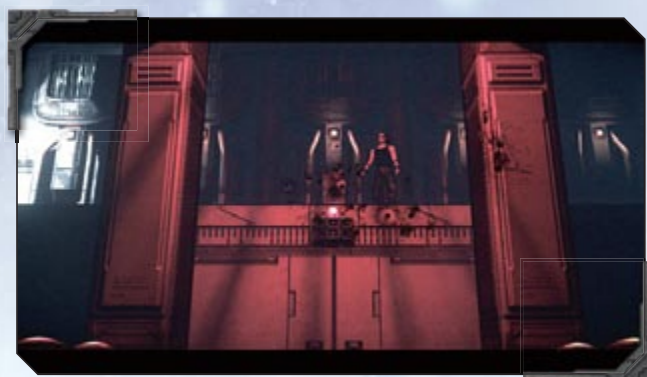


Advance to the end of the room and take a right in the corridor.

Upon entering the waste disposal room, head up this ramp.

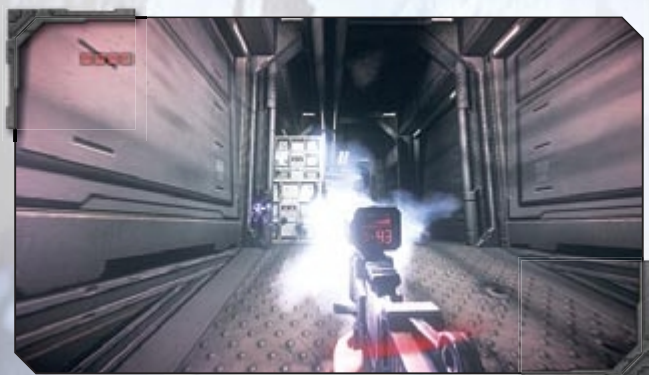


Rush to this button and press it to activate the trap door.

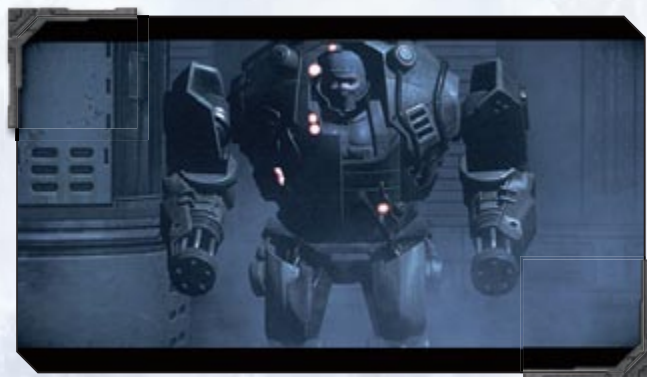


The mech following you drops into a pit below. Riddick jumps down to finish it off.

The mech comes through a door right behind you. Run!



Follow the corridor as quickly as you can. A couple of mercs try to stop you. Mow them down with either the SMG or the assault rifle as you keep moving.



Though damaged, the mech is still dangerous. The fall cracked open its armor, exposing the pilot's head.





Use the assault rifle here. There are a few scattered around this area if you need additional ammo. The line of crates and pipes near the door is a good place to hide. As long as you are between the wall and the crates, the mech can't get you. While it is at one end, move to the other and fire at it from a distance, aiming for the head of the pilot. Get in a few shots, and then duck behind the cover before you take damage. Rush to the other side of the line of crates and fire at the mech pilot again. Repeat this tactic until he is dead.

Now that the pilot is dead, you can climb into the mech and use it yourself.



Move out through the green-lit door and then follow the corridor around. Mercs come to attack you. Quickly mow them down with your dual machine guns.

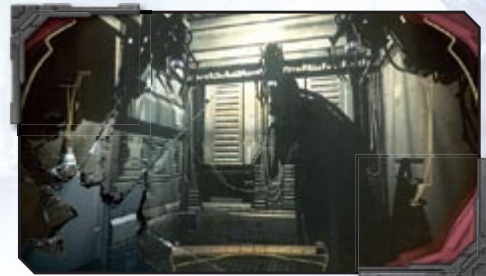


More mercs are waiting to attack. If necessary, back up a bit while you are firing at them to make it harder for them to hit you.



Keep moving and walk up this ramp, clearing away mercs as you go. Turn right at the top and continue through the green-lit door.

Along the right side is a mech repair station. Move into it and repair your mech.

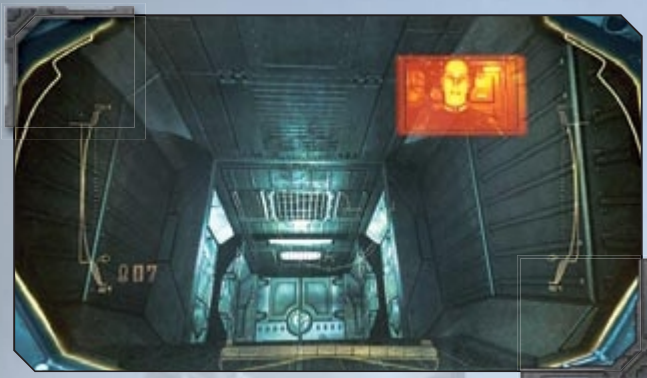


Now head out through the airlock to get to the next area.



# Back to the Cell Deck

## Space Walk



Dacher tells you that Silverman needs you. The quickest way to get to her is by traveling along the outside hull of the ship.

### Objective

**Riot squads are on their way to cell block 12B. Get there before it is too late.**



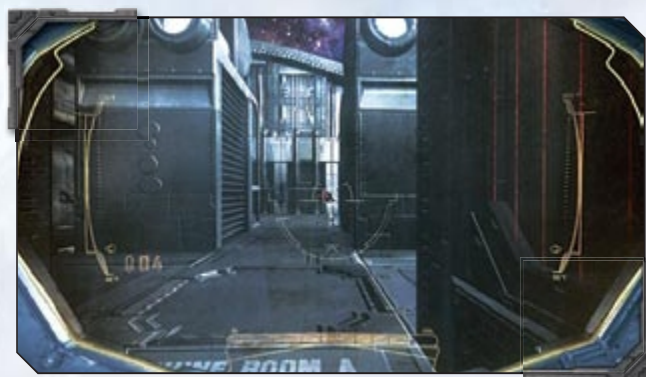
As you advance, stay along the left side of the area. As you approach this spot, where the area narrows, wait for an enemy mech to show up. Fire two rockets at it while also firing your machine guns. When it floats off into space, you know you have killed it.

### TIP

Enemy mechs fire rockets at you. When you engage mechs, make sure you can strafe to the left or right. The rockets travel slowly enough that you can sidestep and often avoid them or at least take only partial damage instead of the full damage of a direct hit.



After exiting the airlock, take a left turn and walk out onto the hull of the ship. Since your mech was repaired, you now have a load of seven rockets to use against other mechs.



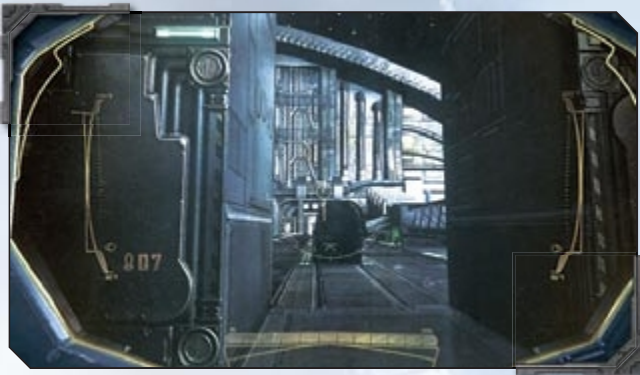
Move through the narrow gap and be ready to take out these robotic flyers. They are armed with guns and can damage you. A few hits with your machine guns will take them out.



## Back to the Cell Deck



Continue down the left side of the hull and stop at this mech repair station. This repairs any damage you may have sustained, and it also restocks your supply of rockets.



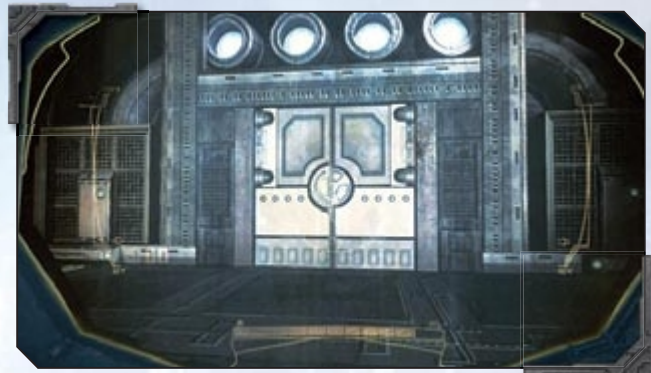
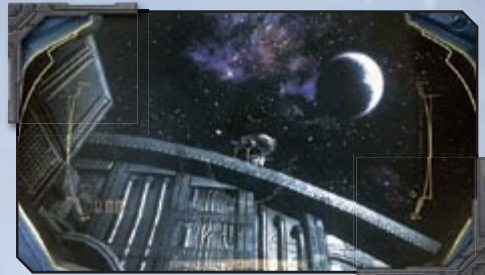
Move to another gap and hold before walking through it. There is a mech at the far end of the area above the door to the airlock. Take aim and fire a couple of rockets at long range. Then strafe to the left to dodge its rockets. Move back to fire another rocket if necessary to finish it off. It is a good idea to head back to the mech repair station.



Move through the gap and strafe to the right. Another mech heads your way. Let loose with a couple of rockets and machine gun fire and be ready to dodge rockets yourself.



Next, strafe to the left side and be ready for the final mech on the hull of the ship. As before, fire rockets and machine guns while dodging enemy fire.



Once all the mechs have been destroyed, head to the door to the airlock. However, if you don't have at least one or two rockets, backtrack to the mech repair station to resupply first.



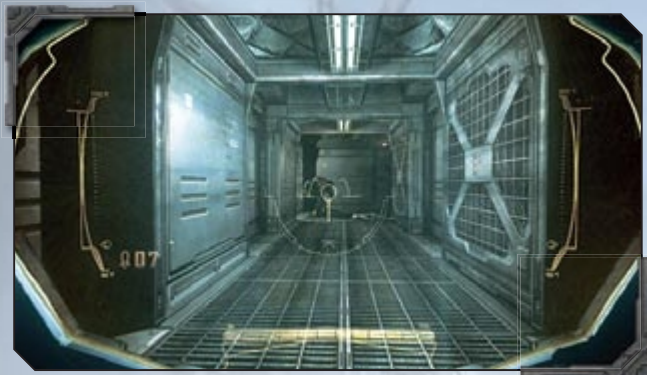
Make your way through the airlock and back into the *Dark Athena* near cell block 12B.



# Cell Decks Riot

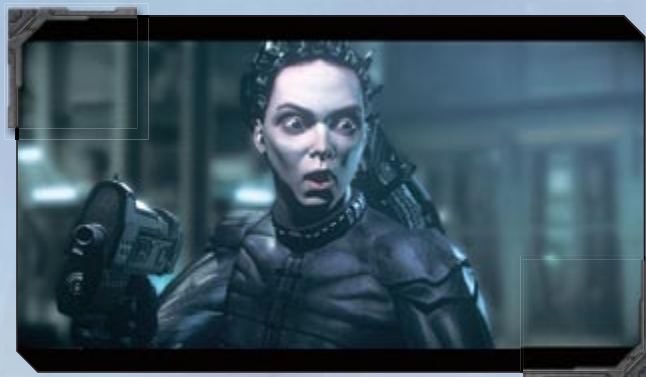
## Objective

Proceed into the cell decks and go back to the comm station in the fan room to contact Dacher.

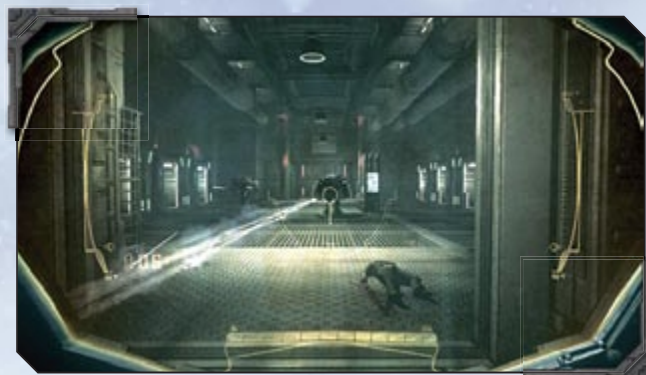


Follow the corridors inside the ship around. Stop when you hear some fighting and see bodies flying. An enemy mech appears from around the corner. Fire rockets and machine guns at it to destroy the mech.

Advance around the corner and visit the mech repair station to restock missiles and repair your damage.



Move through the next door into the cell deck. Revas is there along with a couple of mechs killing prisoners. Revas gets away, but you have two other enemies to keep you occupied.



Start backing up into the corridor as you engage the mech in the center. Keep firing rockets and machine guns at it until it is destroyed. The sooner you take out one, the sooner you stop taking fire from two mechs.

Next, open up with rockets and machine guns on the second mech. Keep it up until it is destroyed.



The cell deck is clear. Advance towards the door to the control room.





The door is locked, so you have to get out of your mech.

### TIP

If you want to complete the "Miles's Letter" side mission, you need to pick up the letter before entering the ventilation shaft. See Appendix C for more information.

Enter the ventilation shaft to get to the control room.



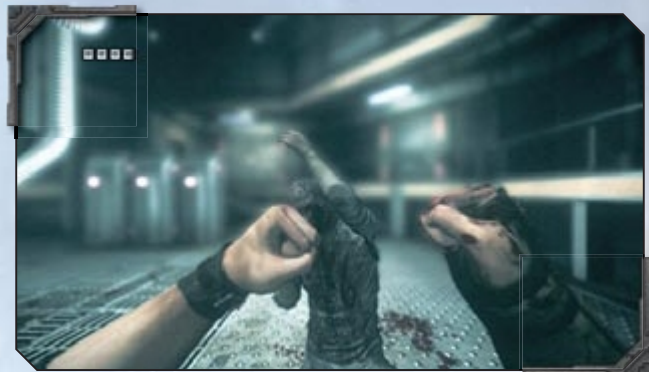
The grate at the end is locked. However, Silverman cuts it open so you can get out.



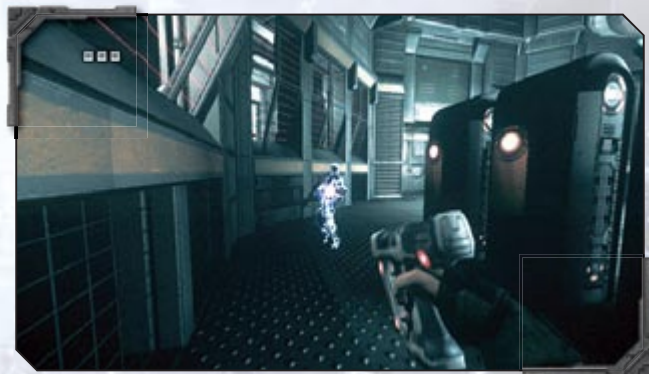
Unfortunately, before you can get out, Jaylor comes up from behind her and kills Silverman.



Open the grate the rest of the way and climb out into the control room.

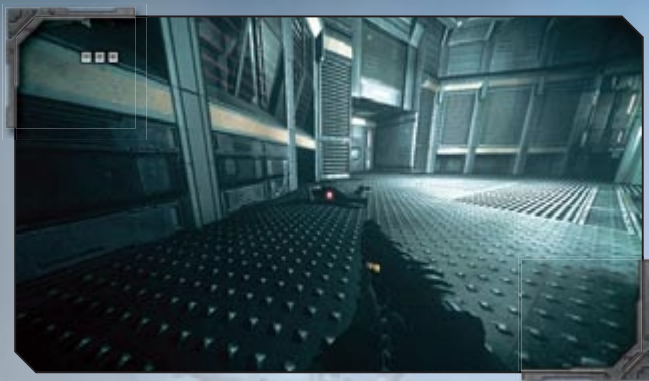


Jaylor is calling you out. He tells you to drop your gun and fight like a man. If you want to earn the "Honest Fighting" Achievement or Trophy, switch to just your fists, putting away all of your weapons before moving down onto the floor of the control room. Beat Jaylor in a fistfight by blocking as he attacks and then getting in a jab here and there after his attacks and before he can set up a block. Keep at it until you take him down.

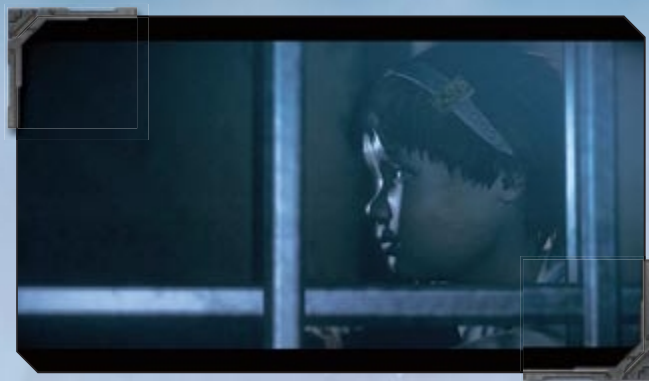


If you have trouble beating him in a fistfight or don't want to take the time, a good tactic is to stun Jaylor with the tranquilizer gun. If you enter the control room with a weapon, Jaylor will use an assault rifle. Stunning him will help avoid a long firefight where you might get killed.





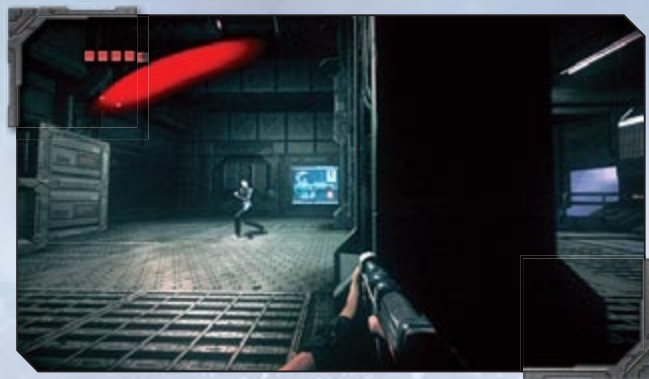
Then just walk up to Jaylor and finish him off with a single shot from your pistol or other weapon.



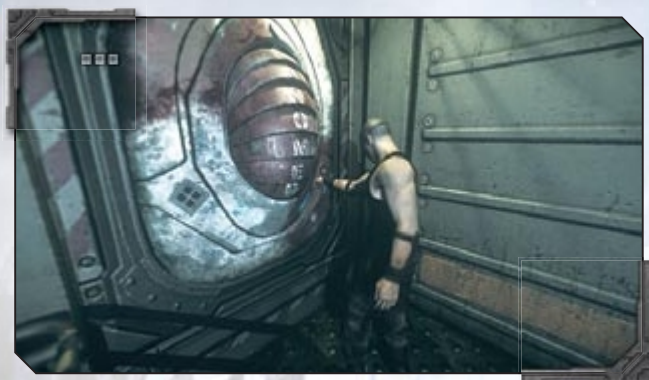
Along the way, you find Lynn in a ventilation shaft. Riddick talks to her about her mother's death.



If you have taken any damage, make your way to the cargo deck maintenance room.



Continue to the large room, but stay low and in the shadows. One of the escaped prisoners Riddick knows from Butcher Bay, Sad Eyes Grinder, is out to get you. Kill her using whatever tactic you want and then pick up some SMG ammo from her body.



Climb up the ladder and use the NanoMed health unit.



Now head for the comm station through this green-lit door.

Return to the control room area and then go through the other green-lit door and follow the corridor to the comm station.



Use the comm station to talk to Dacher. He informs you that a whole lot of trouble is headed your way. Time to get moving.



Objective

Take the elevator to hangar bay 15 to meet up with Dacher.



Exit the comm station and make your way back through the corridors.



When you get to the walkway around the control room, head right and move to this elevator.

TIP

If you need to heal, do so in the cargo maintenance room before entering the elevator.



Input the code Dacher gave you to access the elevator.



Enter the elevator and use the control pad to go to hangar bay 15.



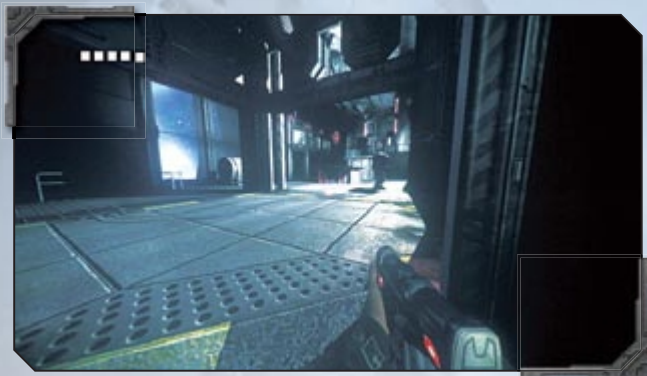


# Getting Off the *Athena*

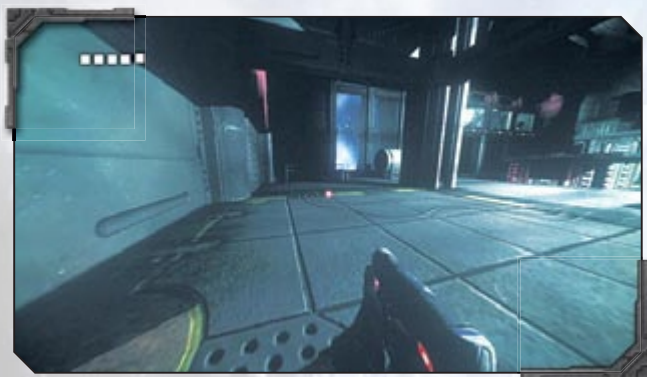
## Hangar Bay

### Objective

Proceed through the *Dark Athena* to assist Dacher in fixing a getaway ship.



The elevator stops at hangar bay 15. As you exit, you see a mech straight ahead. A second one lurks around the corner to the right. You need to get to the ramp behind the second one. Since you do not have any weaponry to take out these mechs, you will have to be cunning.



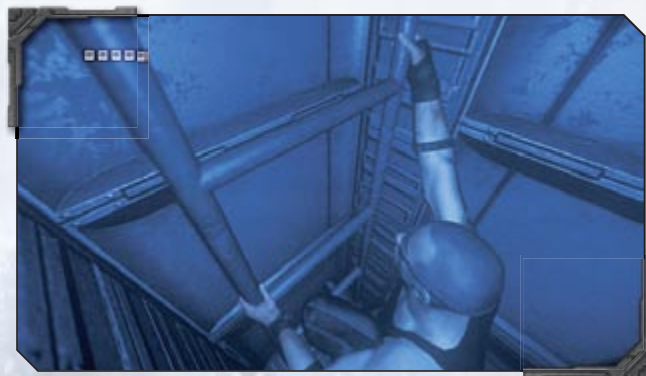
Turn to your left and head to the railing. Jump over it and drop into the pit on the other side.



Enter this ventilation shaft. It takes you to the other side of the room without being seen.



Along the way, pick up a bounty card to add to your collection (#40). Then fire up through the grate above your head with the SMG or other weapon. You want to draw the mechs to this location.



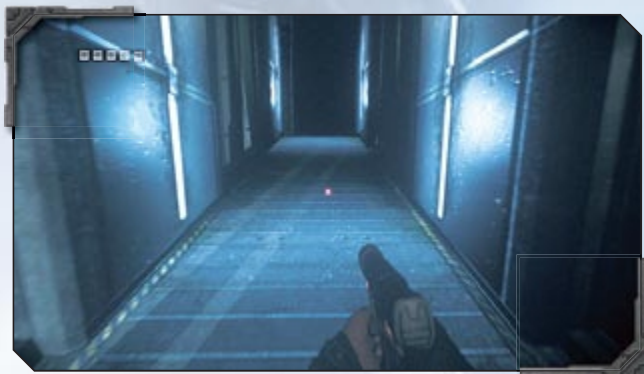
Follow the shaft to the end and climb up the ladder. You have to act quickly while the mechs are looking in the area where you fired.



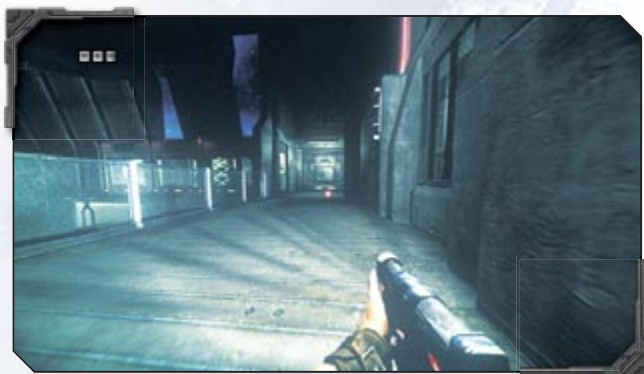
## Getting Off the *Athena*



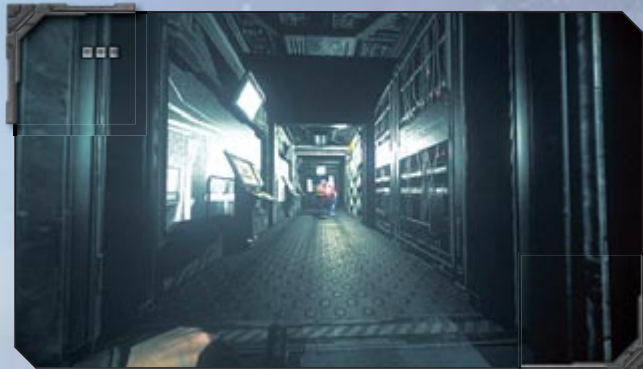
Move along the far wall across from the elevator. You have to move fast. Rush for the ramp to the right. Don't worry about the mechs firing at you. Expect to take a few hits.



Continue up to the top of the ramp. If necessary, crouch down in the corner at the top to let a partially depleted health box restore.



Now advance across this walkway. Keep moving so the mechs don't hit you. Activate your tranquilizer gun as you go.



Move to the green-lit door on the left. As soon as it opens stun the merc inside and then kill him. This is the control room for the hangar.

Use the console at the far end of the room to power up the ship in the hangar.



Then use the console near the door to activate the elevator. This causes a square platform underneath the ship to rise up.



Exit the room and move out onto the walkway until you are behind the ship. Jump over

the railing and onto some crates. From there, jump across to the top of the elevator.

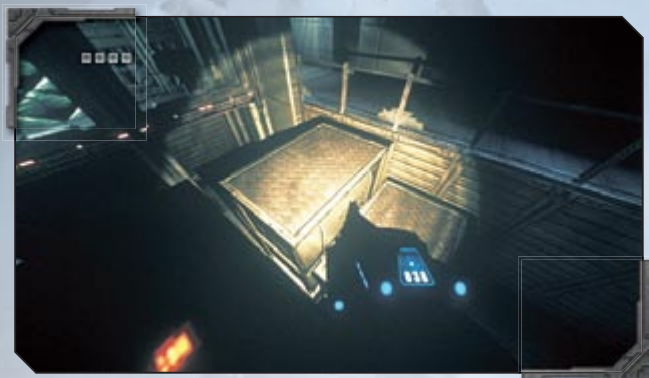




Crouch down so you can't be seen and shot at. Look up and redirect the turret of the ship.



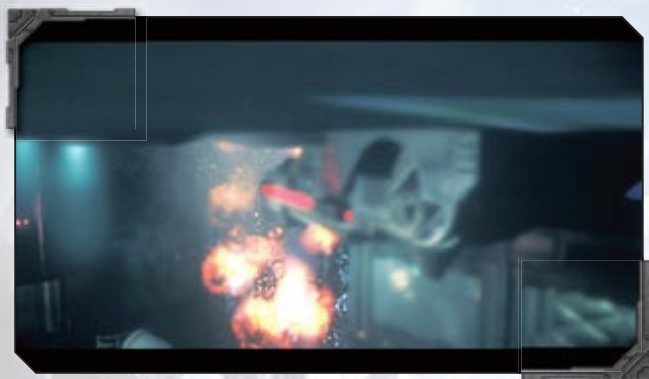
The vacuum of space sucks out the two mechs before a blast door drops down securing the breach. The two threats have been eliminated.



Now jump back across to the crates and then up and over the railing to get to the walkway again. Return to the hangar control room.



Exit the control room and head down the ramp to the main hangar floor.



Now use the console next to the one you used to power up the ship. This tests the weapon system. Since you moved the turret, it now will fire at the viewport and create a breach in the hull of the ship.

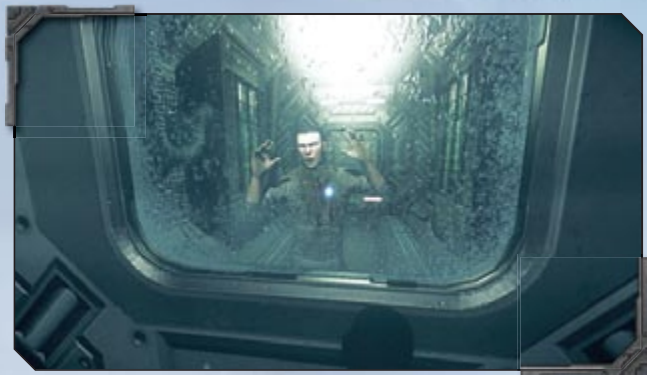


Jump up onto the short platform in the middle of the floor and pick up another bounty card [#16].



### TIP

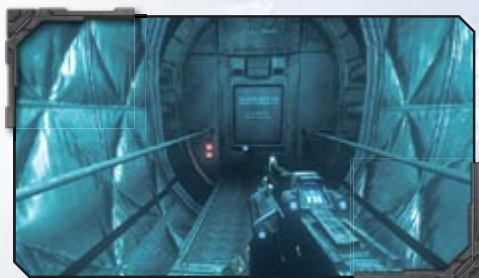
Before leaving the room with the health unit, make sure the ulaks are one of your weapons set for quick select. You will need to switch to them quickly.



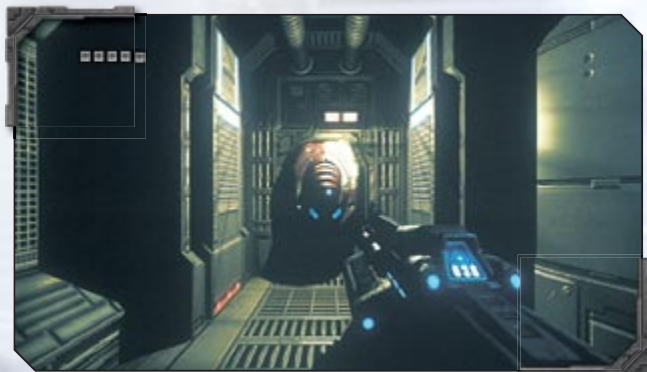
Now head back up to the control room. However, instead of entering it, look through the window to the airlock. Dacher is on the other side.



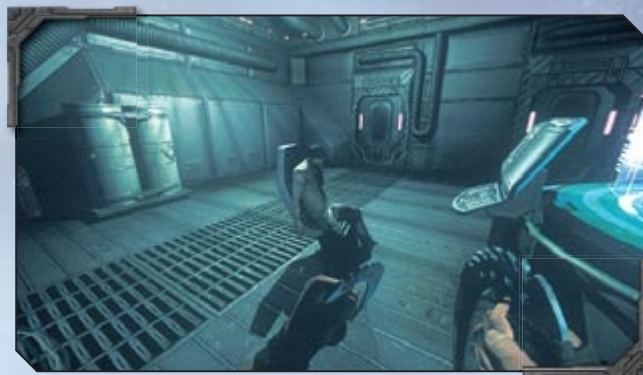
Since you can't hear what he is saying, he writes a note to let you know he is going to unlock the door for you.



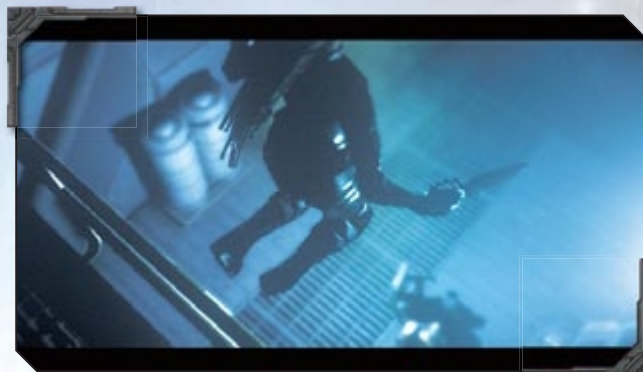
Once the door is open, advance through the airlock.



Be sure to stop by the NanoMed health unit to heal any wounds you might have received. You need to be at full health for the next fight.



Continue on into the ship. Dacher is sitting in a chair. However, he doesn't look good. Somebody has killed him.



Revas jumps down from overhead ready to attack you with a knife and knocks the guns out of your hands.

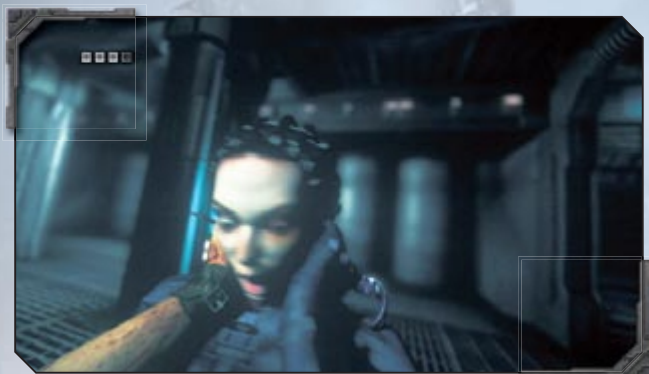


Quickly switch to your ulaks and press the block button to defend yourself.





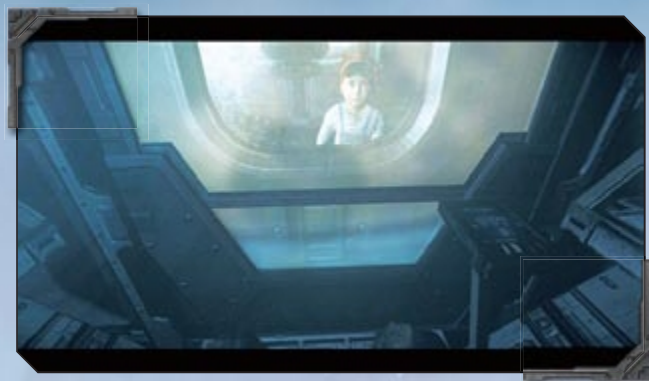
This is a tough fight. Stay on the defensive initially while Revas slashes away. Then once you get a feel for her attacks, start slashing away at her as soon as she completes an attack and before she can block.



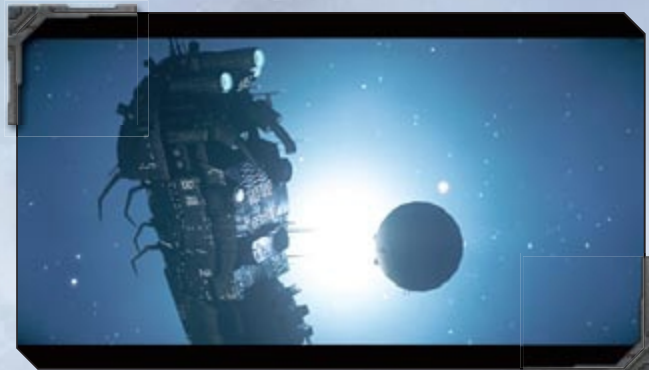
Keep attacking and eventually you will be able to perform a counter once you have wounded her enough. Riddick takes her hairpin and finishes the fight.



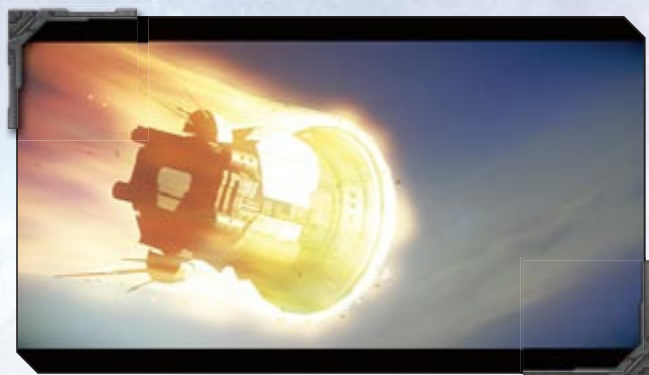
Revas has disabled the ship, so Riddick climbs into an escape pod to get away from the *Dark Athena*.



As he leaves, Riddick notices that Lynn is watching him leave through the viewport.



Still alive, Revas launches a missile at Riddick's pod.



The damaged pod falls into the atmosphere of a planet and heats up on re-entry.



Riddick crash-lands. He is off the *Dark Athena*, but is he any better off?

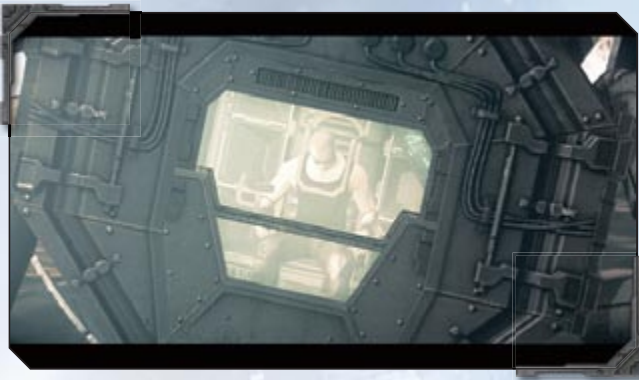


# Aguerra

## Culvert

### Objective

**Revas shot you down over Aguerra. You need to find a way off this doomed colonist planet.**



Riddick awakes on the planet Aguerra. You've got to get off it.



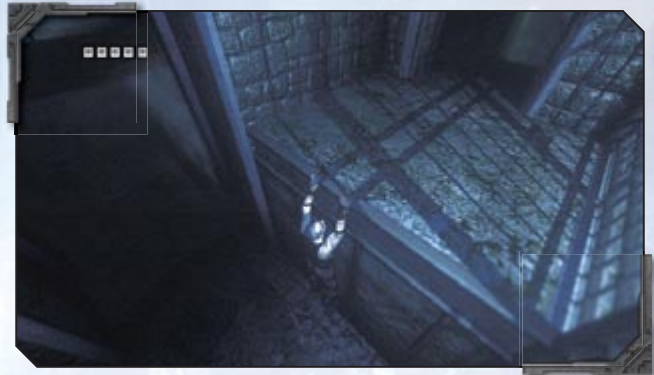
Walk towards the structure built into the cliffs.



Enter this pipe and follow it inside the water purification plant.



Once inside the building, turn left. Drones roam down here. They seem to be hunting the colonists.



Advance down to the locked gate and then turn left. Grab the ledge and pull yourself up to another walkway.



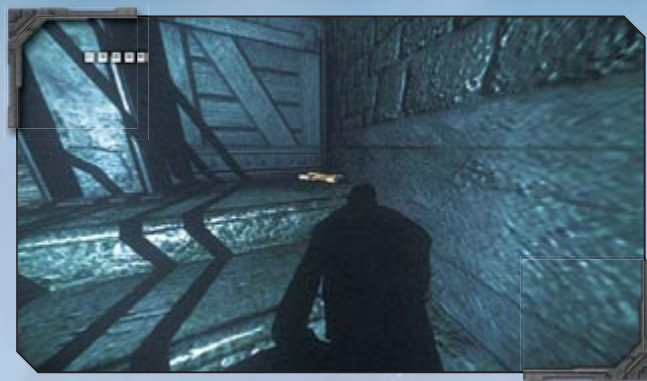
Follow these stairs up to the right.



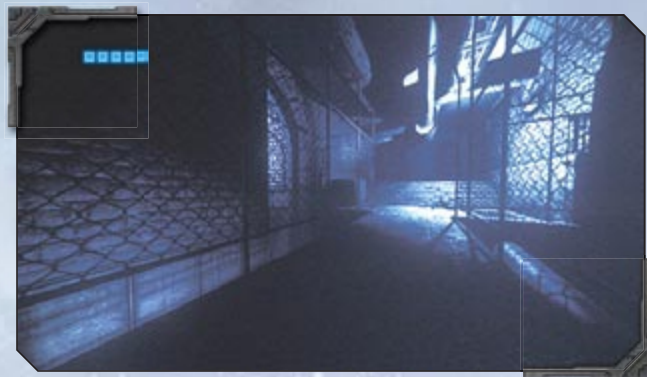


When you get to the end, jump across to the lower platform, then pull yourself up onto the upper walkway.

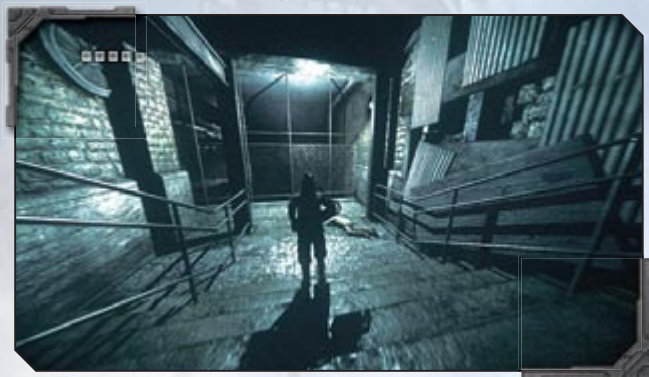
Crouch down, pull out your ulaks, and enter this archway. A drone awaits up ahead.



Drop the drone and then pick up a bounty card (#15) off to the side of the steps.



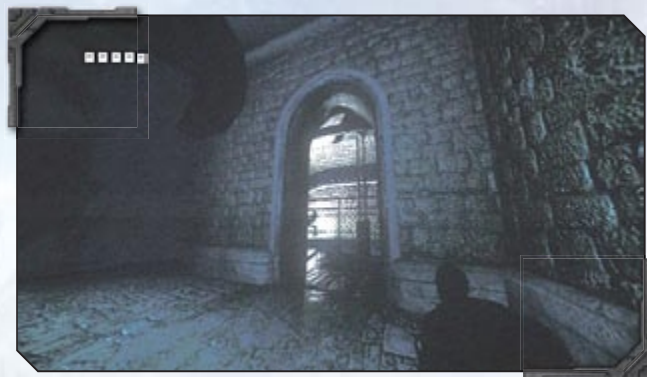
Advance through this area past the other drones that you killed. Continue up the steps on the opposite side.



Wait for the drone to turn and walk away. Follow it until it is near the chain-link fence, then kill it and use its gun.



Kill the two additional drones in this area with the drone gun.

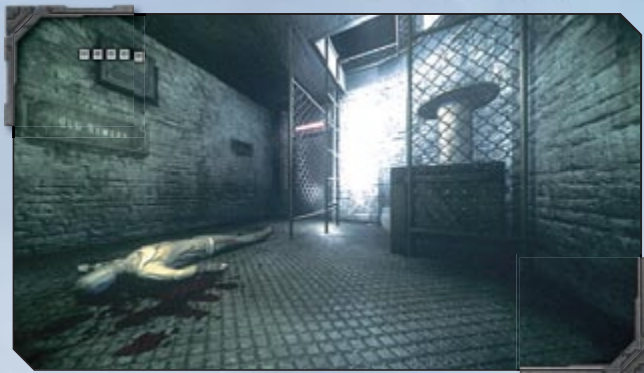


As you reach this archway, you see drones chasing colonists. There is nothing you can do for them now. Turn left and follow the walkway to the end.

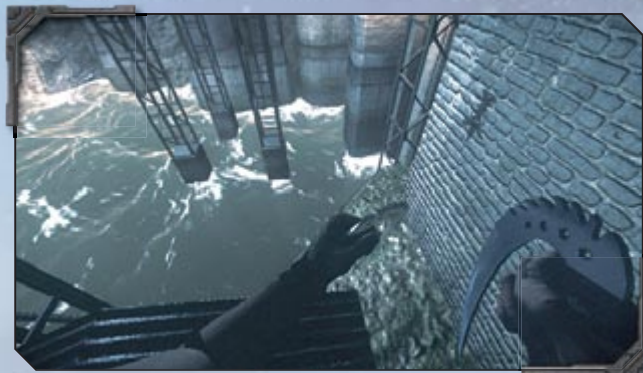


Enter the small room off to the left and go up the ladder.





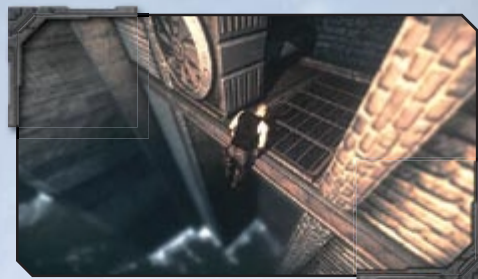
Go through a green-lit doorway into a room with a dead colonist. Climb up the ladder here as well.



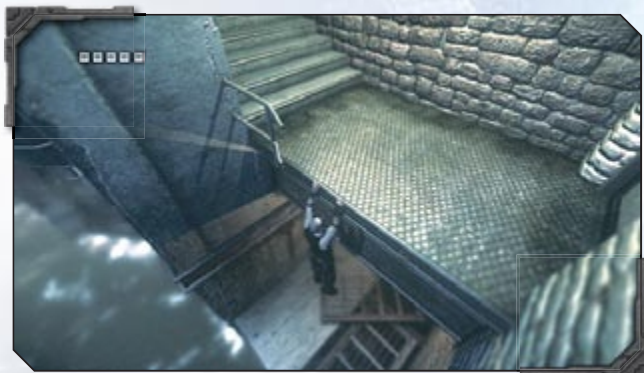
Follow the path up onto some sheet metal, then drop to the lower dirt path. Follow it around until it ends and then grab onto another ledge.



Shimmy to the left and pull yourself up into the opening near the fan.



You are now outside the structure. Drop to the walkway below.



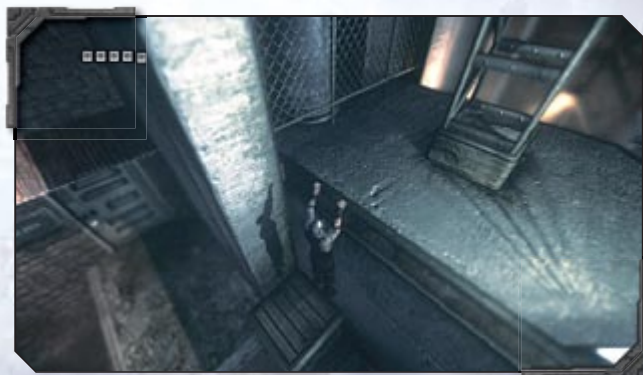
Walk all the way to the end and then descend to the level below.



Now grab onto the ledge and shimmy around to the left.

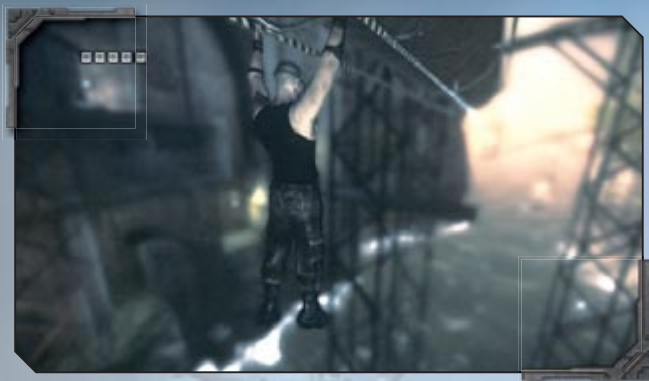


Jump up and pull yourself up onto this ledge, and then follow the catwalk around to the left.



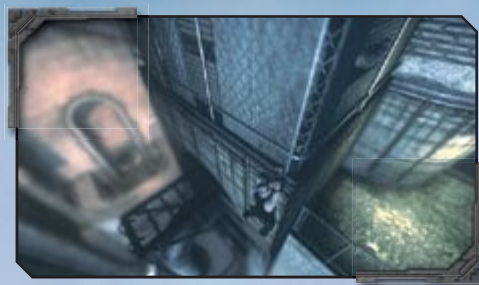
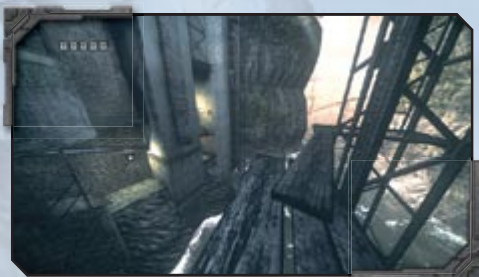
Hop up onto a crate and then pull yourself up to this platform.





Grab onto the handrail and go hand over hand to the next catwalk.

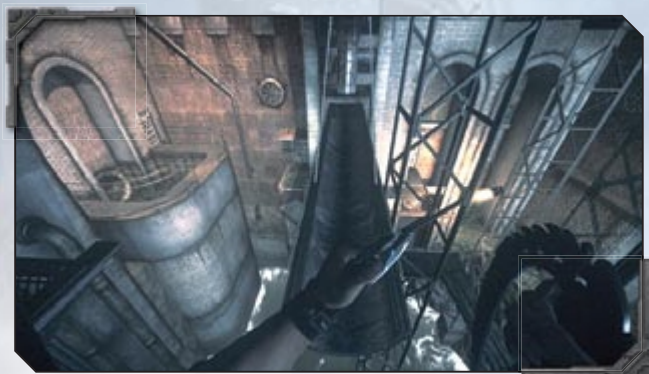
Be careful as you walk across these boards. Ascend the ladder at the end.



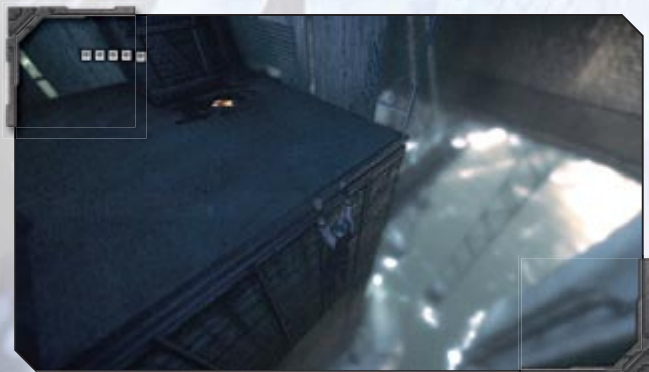
Drop back down onto the ledge and shimmy around to the right.



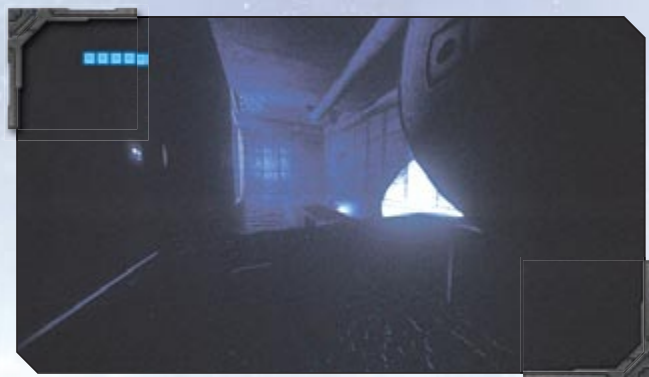
Enter the control room and use this console to change the flow of water, moving the large gutter so you can use it to advance.



Jump over to this large gutter and walk to the end to climb up another ladder.



Grab on to the ledge and shimmy to the left around the fence. Pull yourself up and pick up a bounty card [#52].



Exit through the door to the pump room. Hide in the dark as a drone approaches. As it comes up the stairs towards you, move forward to drop down onto the stairs on the left and sneak up behind the drone to kill it.



Descend the stairs to the bottom. Climb down the ladder to the left.





At the bottom, make your way around to a green-lit door and exit. Once again, jump up onto the crate and pull yourself onto the platform.



Climb up a ladder and then go through a green-lit door to the right.



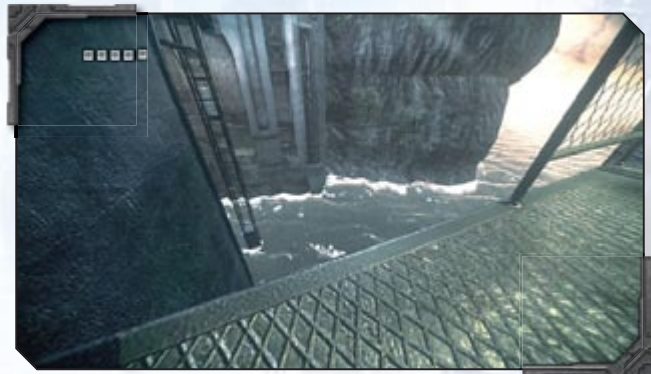
Grab onto the hangrail and take it across to the other side.



As you exit to the outside again, turn right and descend a flight of stairs. Don't go through this door.



Drop off and enter this large pipe. Follow it into a room.



Walk over to the edge where there is no railing and press the use button to hop down onto the ledge.

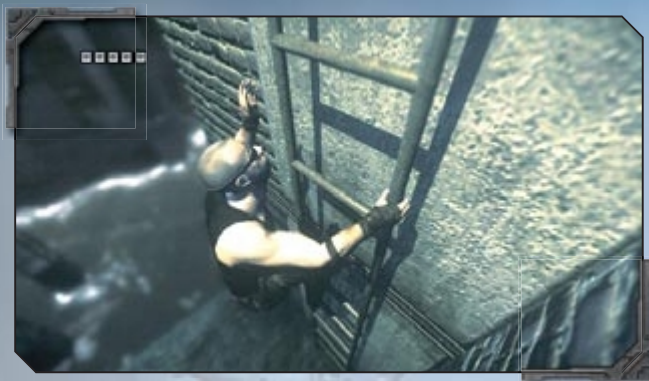


Hop up onto a crate and then pull yourself up onto a walkway.

Shimmy over to the right and drop onto the platform.



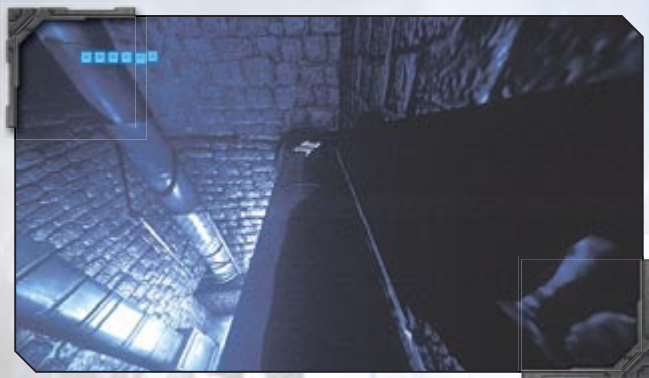




Move to the ladder and climb it to the top.



Go through the green-lit door and use the NanoMed health station to gain an extra health box.

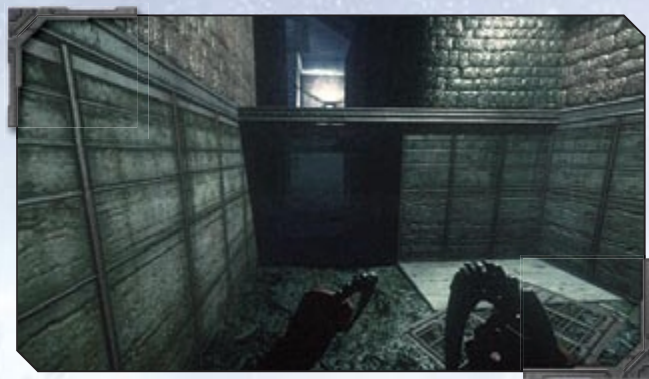


Finally, walk around the station and move out onto some pipes to the left to pick up a bounty card [#33]. Now drop down onto the stairs below from the walkway by the med station.

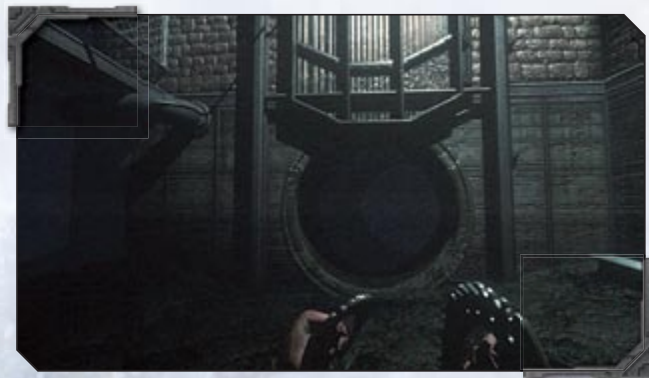


Follow the corridor around and then drop to a lower level to the right of this spot. The wood you land on gives way and you end up on a platform looking down at the ground below.

A drone lurks below. Wait until it walks away from you, then drop and kill it.



Walk to the end of the elevated floor and drop off. Enter this opening beneath the floor.



Continue around to this large pipe. Enter it and continue towards New Venice South.



# New Venice South

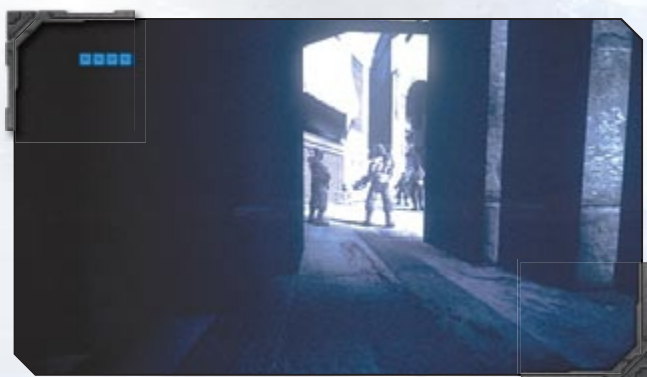
## Crash Site



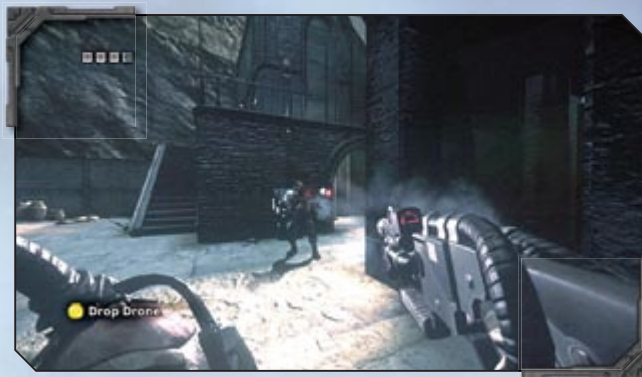
Keep following the pipes towards the next area.



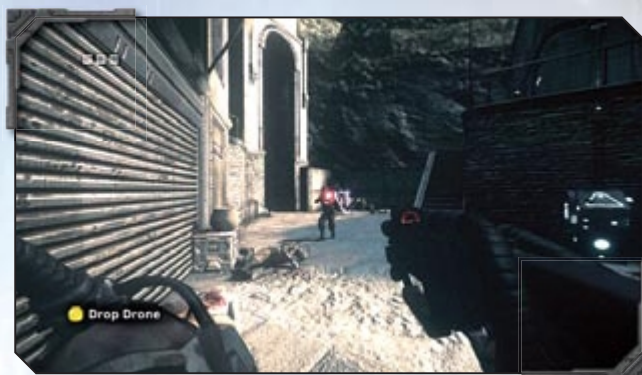
You eventually emerge into this larger room. Climb up the ladder to the surface.



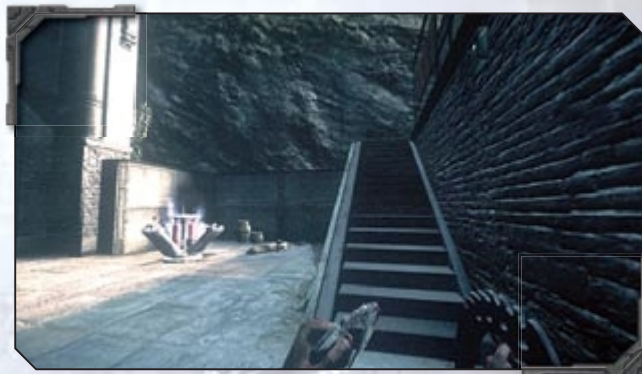
At the top, crouch and hide in the shadows. Several drones roam around—all under remote control and deadly. Wait until all but one walk away, then sneak up behind the drone by the doorway and kill it with an alternative attack so you end up holding the gun.



Shoot the drone to the right before it can react, along with all others that respond to the gunfire.



Watch for drones to come from the right and left. Since you have a limited supply of ammo, make your shots count and aim for the heads.



Drag all of the drone bodies into the shadows by the ladder. Then head up these nearby stairs.

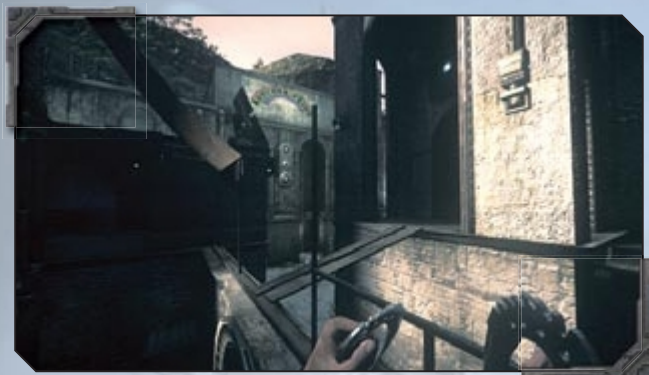




Pick up a NanoMed cartridge at the top.



A couple of remotely controlled drones are trying to get to a colonist.



Continue across these boards to the upper floor of the building.

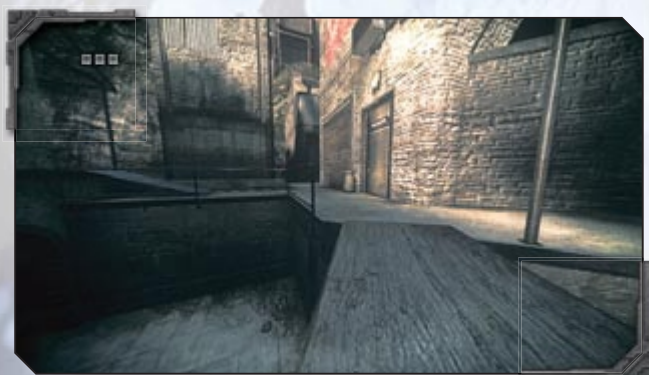
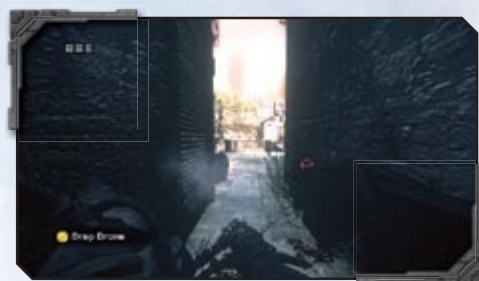


Descend the nearby ladder and crouch in the shadows. Move forward just enough so one of the drones barely sees you. Then head back into the shadows and wait for them around the corner.

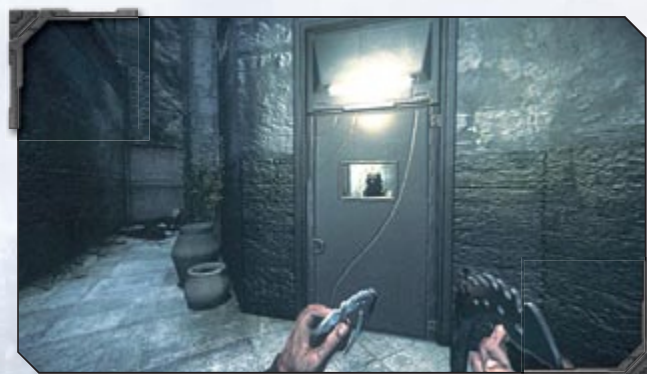
Kill the first drone with your ulaks and then use its gun to kill the second drone.



Follow a path of hastily put together wooden walkways.

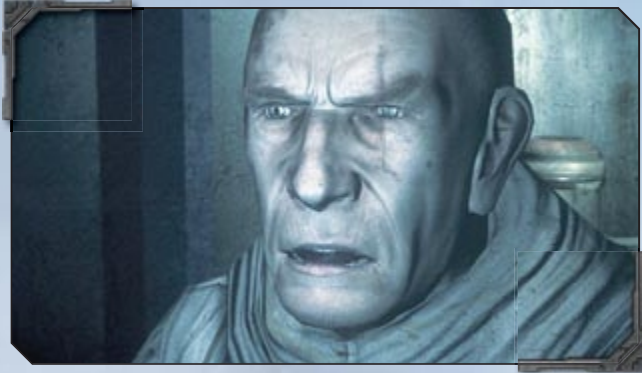


Take a right here and continue to a platform looking down on a courtyard.



Now move to the door to talk to the colonist. Ask him some questions.





Pavlo agrees to help you. He needs a gas mask from the supply depot. In return, he offers a SCAR gun.

## Objective

**Get a gas mask for Pavlo from the supply depot.**



Look in an alcove off to the left to find a bounty card [#3].



Continue to the supply depot. Open the gate using the key Pavlo gave you.

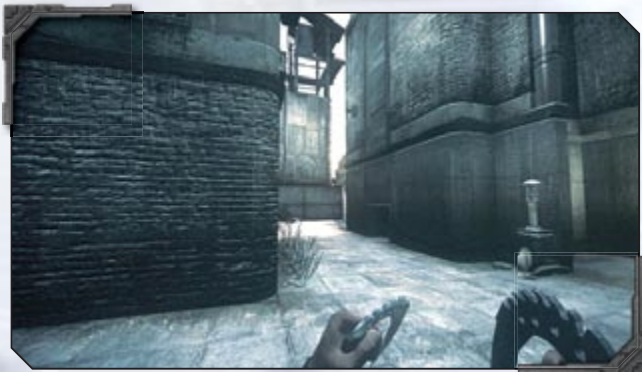


Advance to sneak up on the drone ahead and kill it.

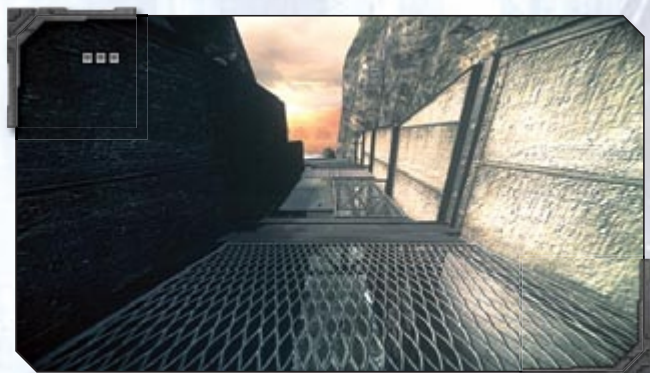


99

Climb back up the ladder and head back the way you came. Instead of walking across the two boards to get to where you picked up the NanoMed cartridge, go down a ladder. There may be a couple of drones near here, so wait for an opportunity to sneak up behind one and kill it. Then shoot the other one.



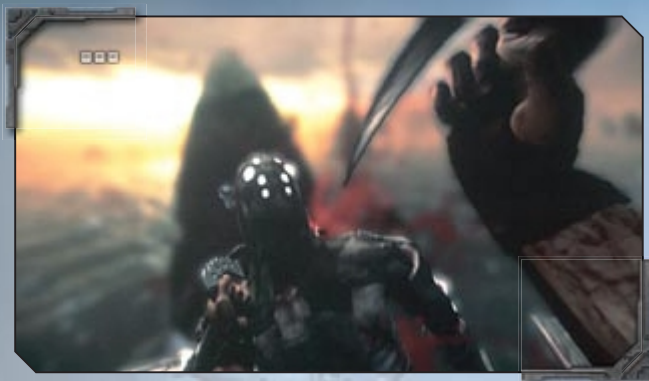
Walk down the alley to the right of the stairs and take a left here.



Follow the path on the right around to this point, where you can hide in the shadows and watch this drone by the small structure.







When it turns and walks away from the ocean, move in to kill it.



Hop back down to the main roof of the supply depot and open this ventilation shaft to enter the building.



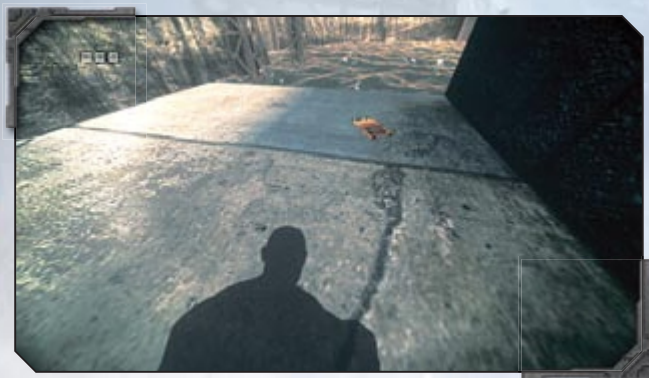
Follow the oceanside walkway to the supply depot.



Jump down and pick up the SCAR gun.

### TIP

The SCAR gun is a unique and interesting weapon. Use the fire button to launch a SCAR round. Then press the alternative fire button to detonate the round. You can fire up to five rounds before detonating them all at the same time for extra damage.



Walk around to the left side and jump across a gap to pick up this bounty card (#43).



Now jump back across the gap and scale the ladder to the right of the door since the door is blocked and can't be opened. Hop onto a crate and pull yourself up to this platform to find another bounty card (#32).

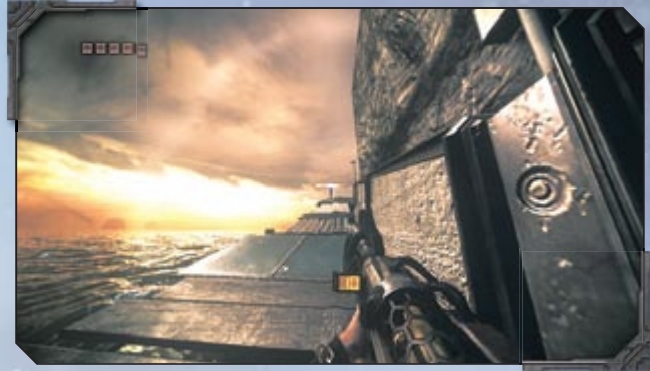


Don't forget to pick up the gas mask on the shelf for Pavlo.





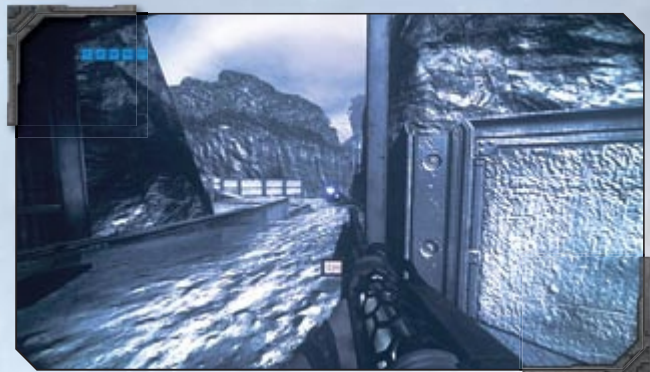
Use the NanoMed health unit in the room to heal any wounds you might have received.



Advance along the pathway. Kill the drone up ahead with the SCAR gun.

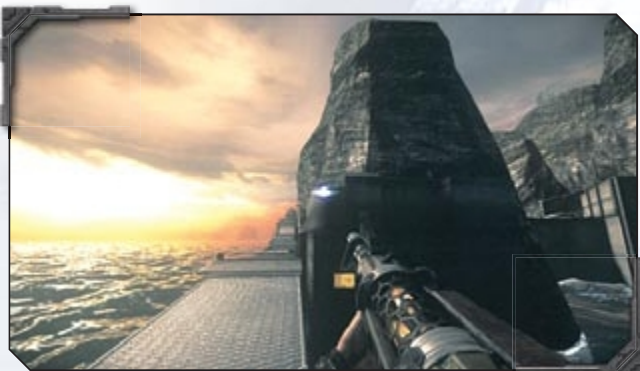


Fire a round at the crate and detonate it to move the crate.

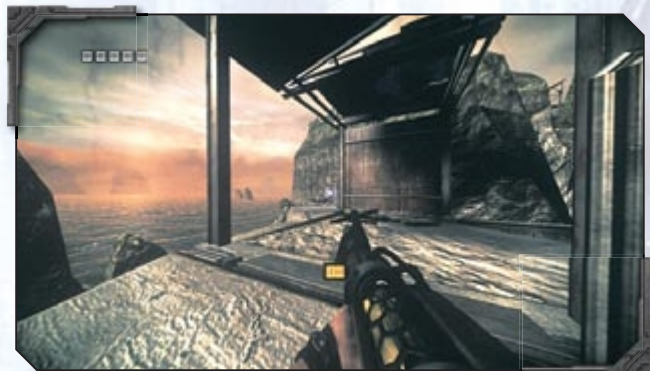


As you get to the small wooden structure, stay low and lean around the corner to look to the right. Fire rounds at the drone and the spider turret on the rock, then detonate them at the same time to get rid of two threats.

Now fire and detonate a SCAR round at the door to blow it away so you can exit the supply depot.



The mercs know you are at the supply depot and are sending spider turrets along with regular drones to kill you. One crawls past you and attaches itself to a rock. It begins scanning for you. Once it detects you, it will fire. Launch a SCAR round at it and then detonate it to destroy the spider turret.

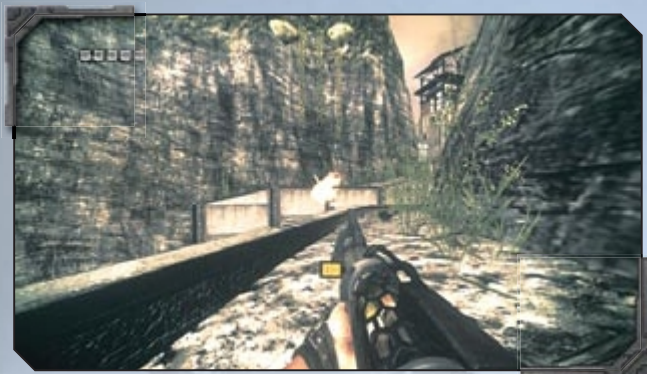


Watch for another drone to approach along the walkway by the sea. Kill it with a SCAR round. Then take cover behind the structure and lean to the left to take out another drone coming up the walkway.

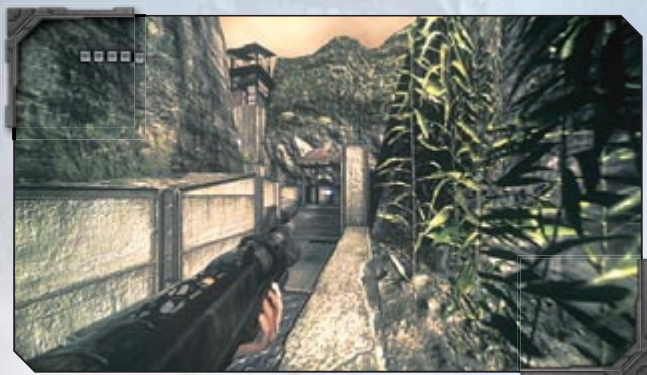


## TIP

The spider turrets are air delivered. Watch for them to come streaking down from the sky like meteors. This will give you an idea where they may be located. Spider turrets fire quickly once they detect you. Find a spot with cover, lean out to fire the round, and then quickly duck back behind cover before the turret fires. Detonate the round while you are hiding.



Continue following the path by the sea. However, stay on the dirt. A spider turret climbs up on this wall. Fire a round and then strafe to avoid its fire while you detonate the round.

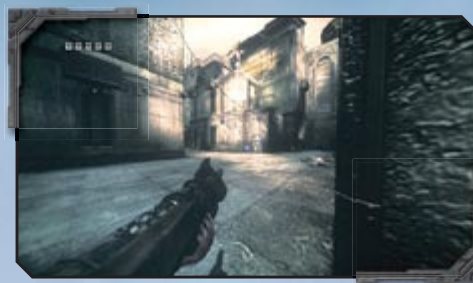


Lean to the left to see the spider turret on this structure ahead while you are at the edge of the dirt path. Fire a round and then duck back to detonate. A drone also patrols that area. Kill it as well.

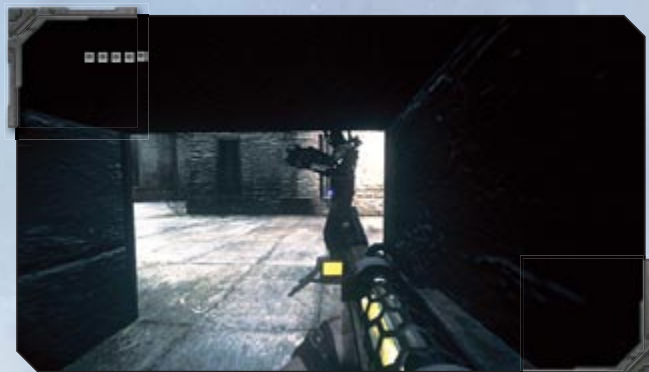


Now exit the supply depot. As you walk through the gate, look for a red laser beam coming from the right. A spider turret to the right is scanning for you.

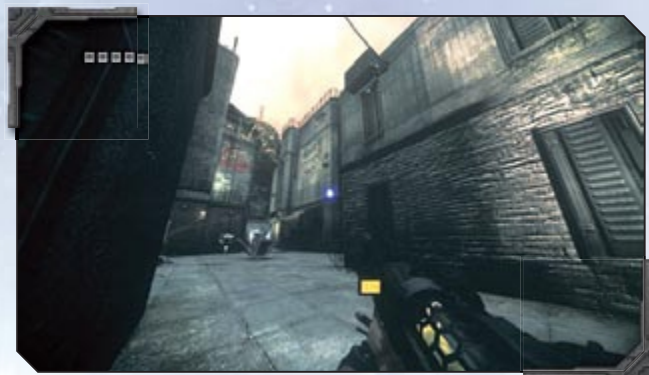
Now exit the supply depot. As you walk through the gate, look for a red laser beam coming from the right. A spider turret to the right is scanning for you.



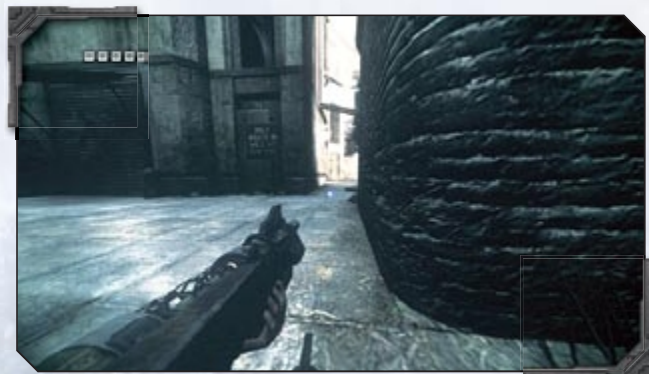
Lean left around the corner, aim, fire, and then take cover. Detonate to destroy the turret.



Move forward and duck into a small alcove on the left side. A drone runs by. Kill it.



Now lean out around the corner and look to the left to find two spider turrets on the buildings up ahead. Locate them as shining spots on the walls. Destroy both.



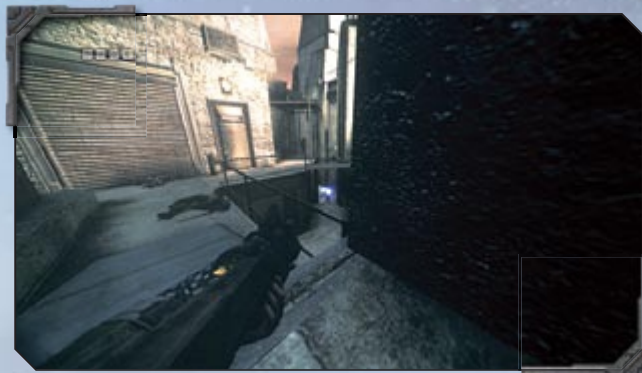
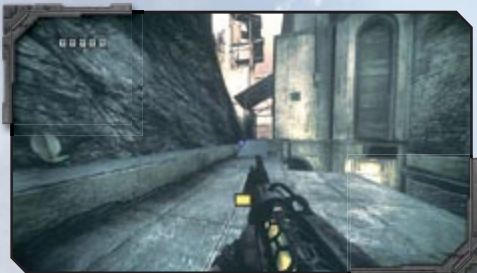
Move forward, staying next to the building on the right. Lean around the corner and look right to kill another spider turret.



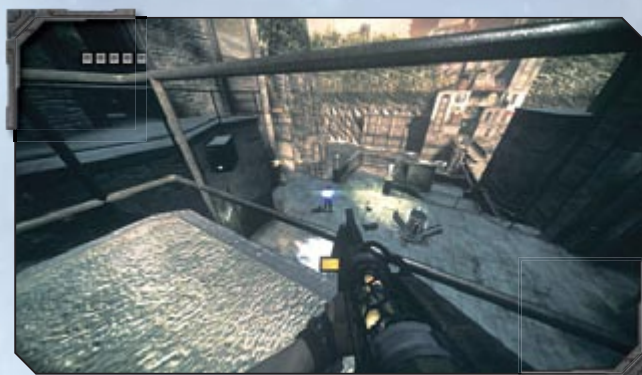


Don't go down the alley where the spider turret was. Instead, keep heading in the direction opposite the supply depot and then climb these stairs on the left.

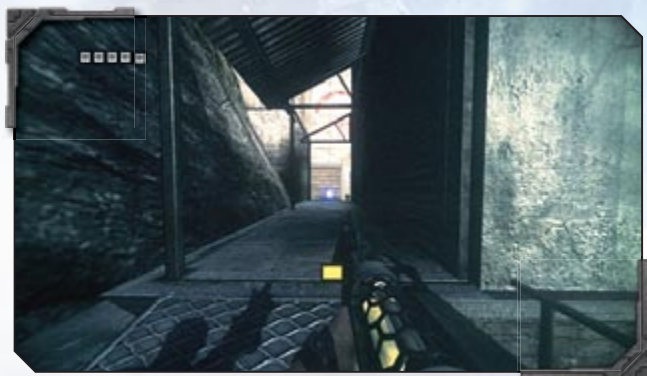
Head in this direction and stay low as you approach the building.



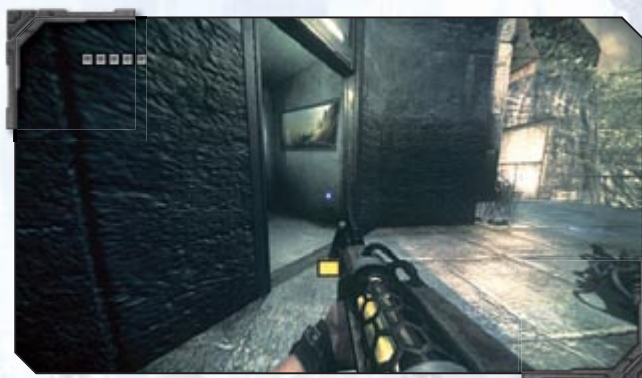
Kill any drones you see patrolling down the alleys below and to the right.



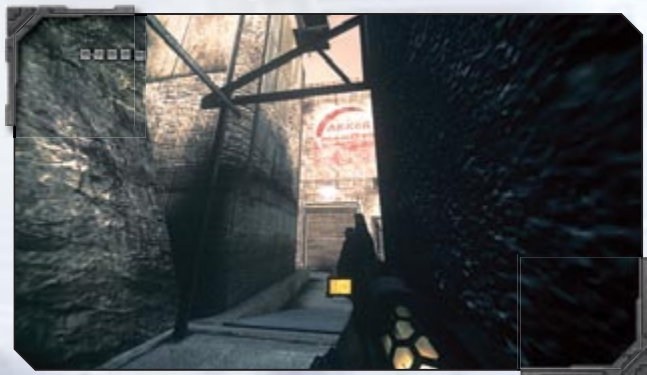
Continue to the platform where the ladder leading to Pavlo is located. Before climbing down, neutralize a drone and a spider turret guarding Pavlo's door.



Watch for a drone to approach. Kill it and a second one that comes to investigate.



Climb down the ladder and approach Pavlo's door. It is open—this can't be good. Lean around the corner, fire a round at the drone inside, and detonate it.



Advance cautiously and watch for a spider turret to appear on the wall ahead. Destroy it.

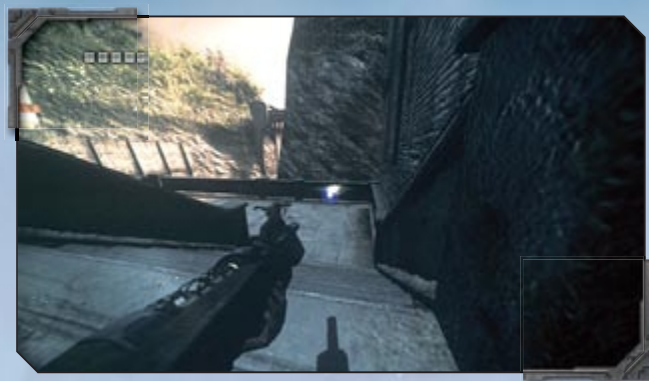




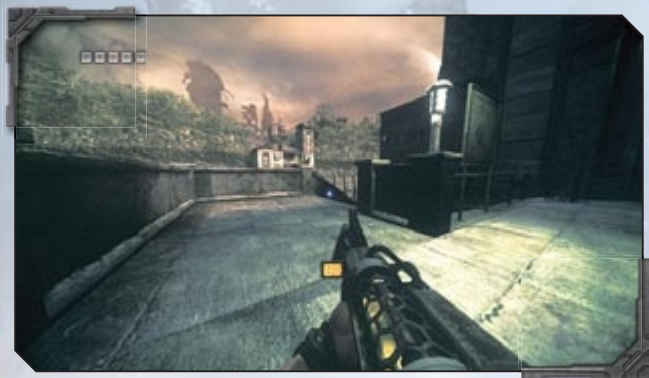
If needed, heal yourself back up to full strength.

### Objective

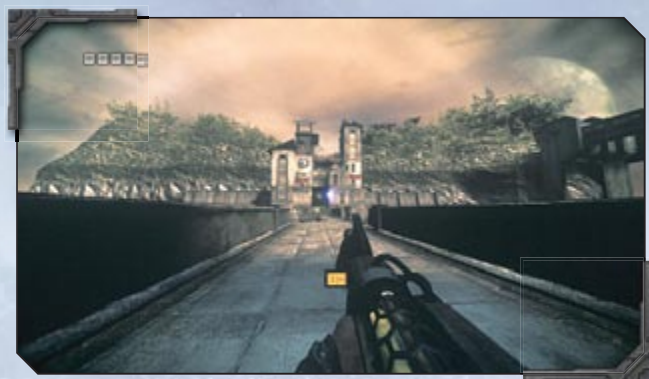
**Pavlo is dead. Find a way off the colonist planet.**



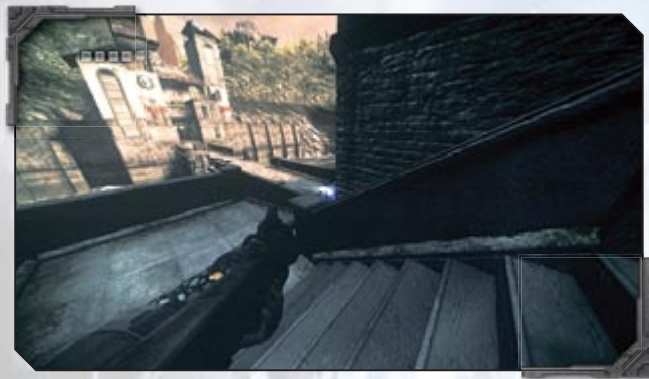
Stay low near the bottom of the stairs and lean around the corner to destroy this spider turret waiting to ambush you.



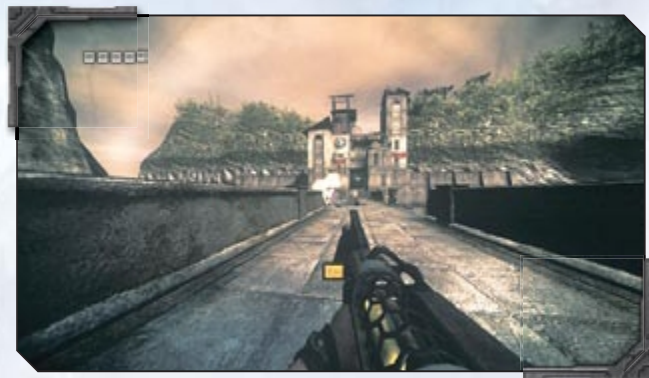
Exit Pavlo's home and head towards these stairs.



Kill the drone patrolling near the building from long range. Then fire SCAR rounds at both the spider turrets to either side of the main door of the building. At this range, they look like lights. Detonate both rounds at the same time.

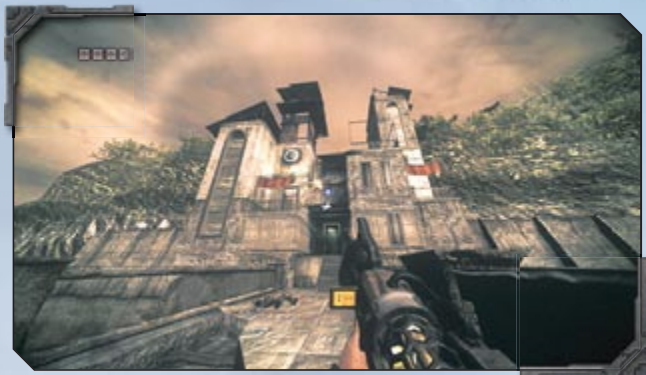


As you descend, watch for a drone patrolling at the bottom of the stairs. Kill it.



As you advance across the bridge, watch for a spider turret to crawl up the left side. Destroy it before it can fire at you.





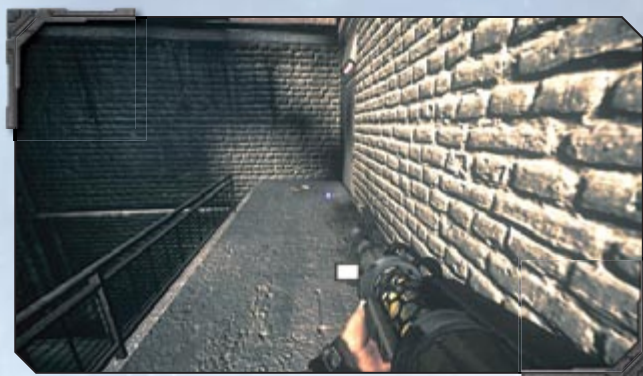
As you get closer, another spider turret climbs up onto the building right above the doorway. Take it out.



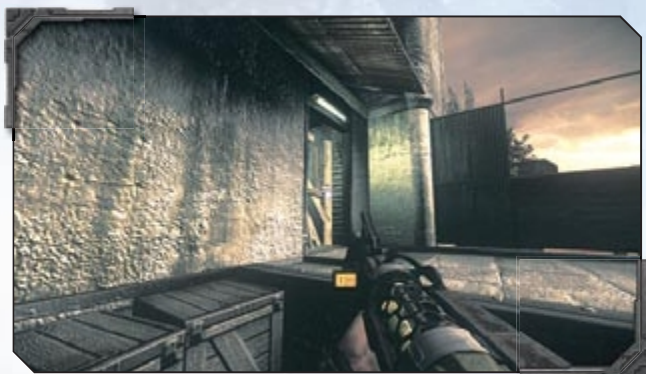
Hop up onto the crates and then use the hangrail to cross over to the opposite walkway.



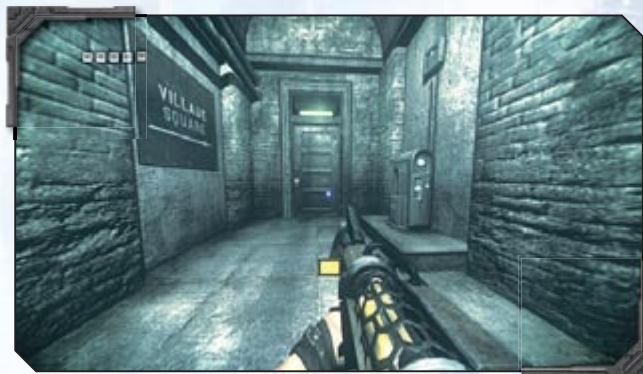
Since the door is locked, jump up onto the ledge on the left and pull yourself up.



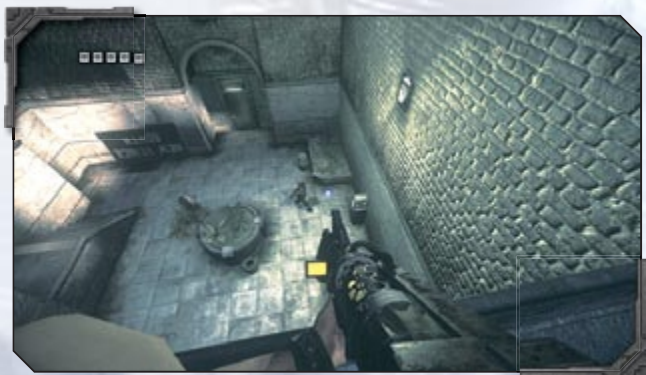
Pick up a bounty card [#31] to the left and then drop into the courtyard below.



Climb up on the crate and grab onto the next ledge. Shimmy to the right and pull yourself up. Use the SCAR gun to take out the wooden door and enter the building.



Move through the green-lit door on the left and make your way through this passage to the village square.



Advance through the green-lit door and walk to the railing. Kill the drone down below.

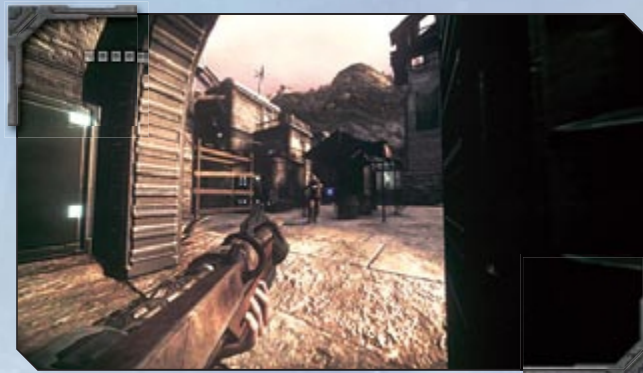


# Village Square

## Bazaar



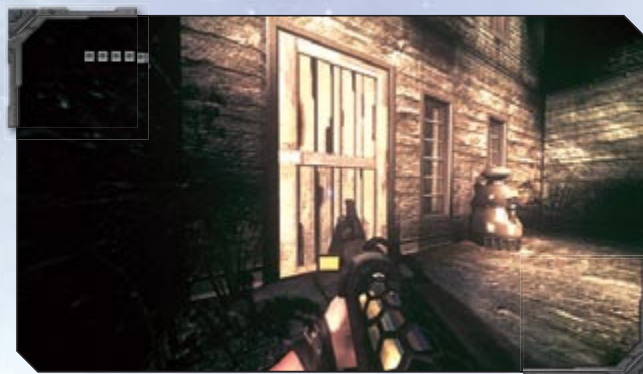
Exit the building and continue towards the town square.



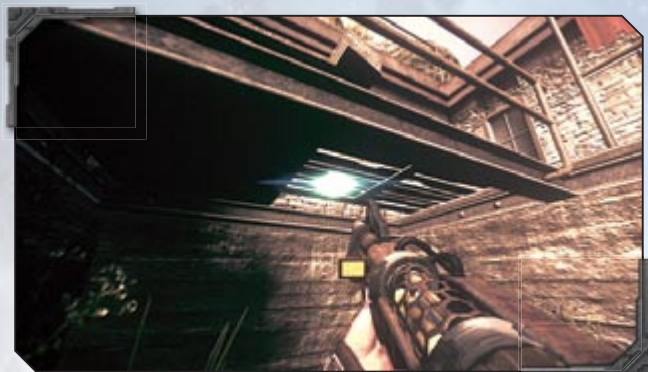
Take cover to one side of the arch and lean out to shoot at drones. Some come towards you while others fire from the opposite side. Kill as many as you can.



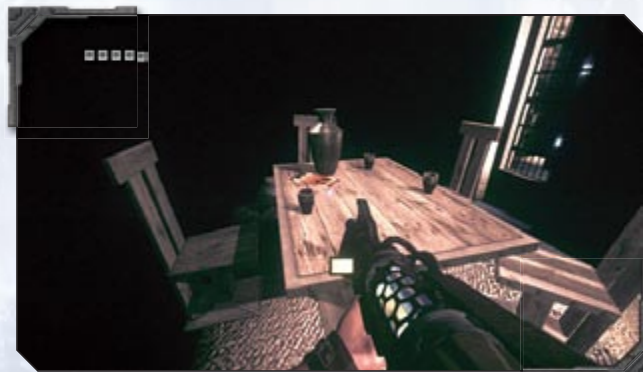
The main gate is closed, so turn left and follow the wall to the end.



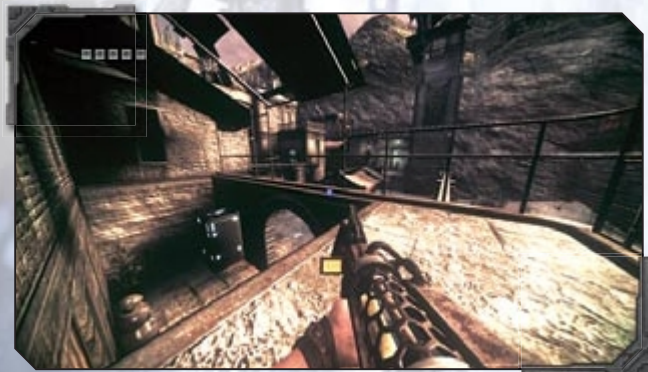
When the courtyard looks clear, shoot down the wooden door behind you.



Fire a SCAR round at the wooden flooring and detonate it to create an opening through which you can pull yourself up onto the walkway.



Enter the room and pick up a bounty card [#21] from off of the table to add to your collection.



Continue to the end of the walkway and drop down into this mostly enclosed area.



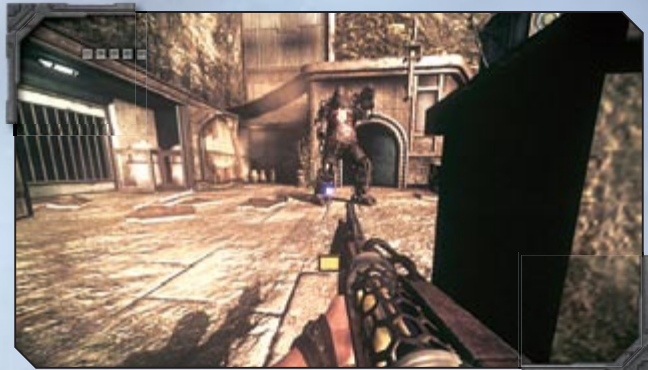
## Village Square



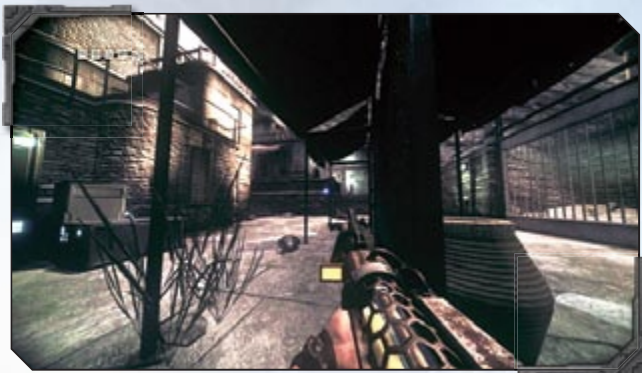
Fire a round at this wooden scaffolding and then knock it down to find a bounty card [#1].



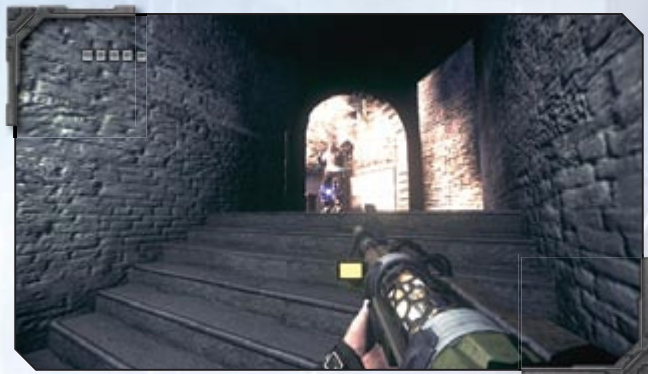
Enter this tunnel or walk along the outside of it to the left to get to the same spot—a set of steps.



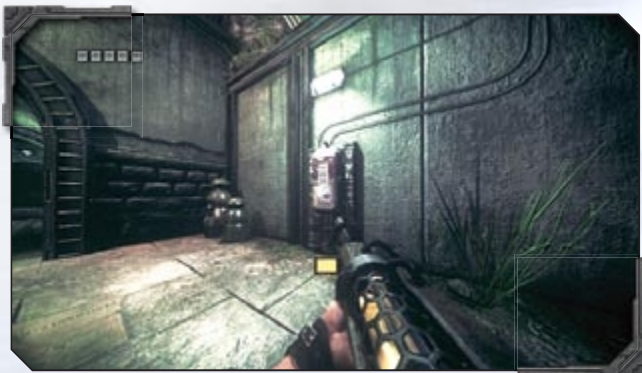
Keep going in that direction, heading up some more steps until you come to a large wooden door. As you approach, the door breaks apart and out steps an alpha drone.



Work your way across to the opposite side, killing drones as you go.

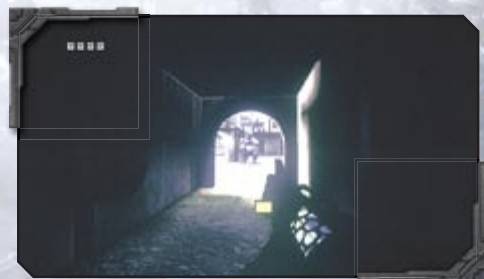


Run down the steps and take cover in the tunnel to the left. The alpha drone fires its machine gun and throws grenades at you. It won't enter the tunnel.

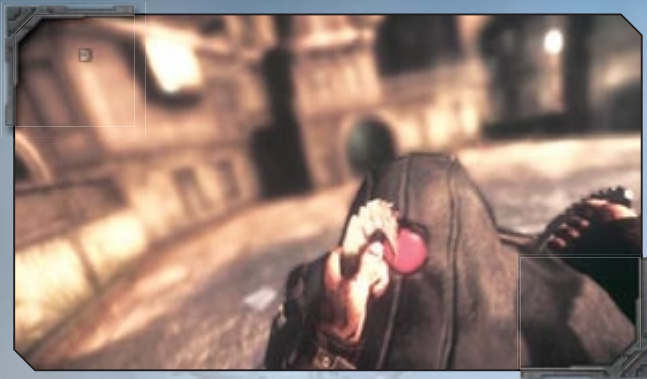


Visit the health unit on the wall if you need to heal.

The key to defeating this powerful enemy is to hit it with five SCAR rounds and then detonate them all at the same time. This will not kill the alpha drone, only stun it.



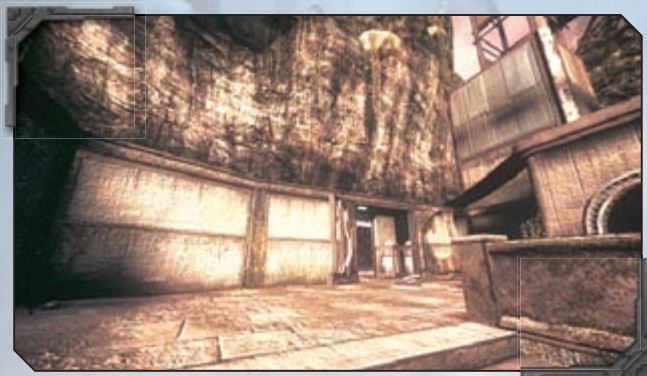




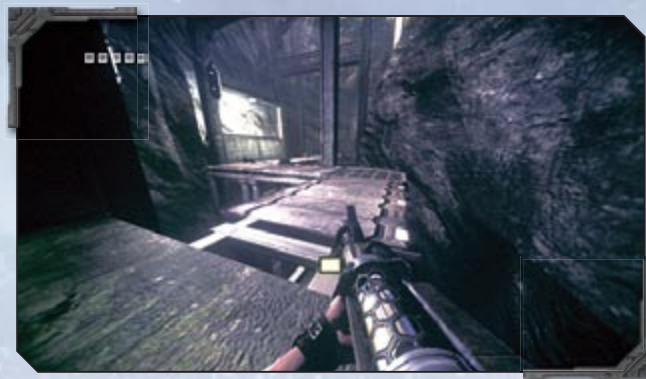
Once it is stunned, switch to your ulaks, rush up to the alpha drone, and follow the on-screen prompts to kill it.



However, before continuing, backtrack to the NanoMed health unit and heal up your wounds. Chances are that your first encounter with an alpha drone resulted in some damage.



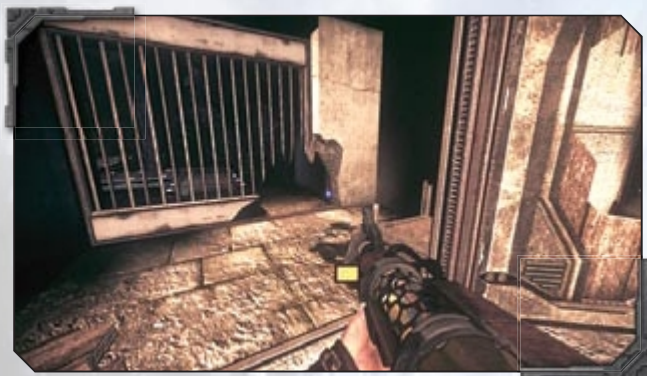
You can pick up a grenade off of the alpha drone, but as soon as you do, the fuse starts burning and you have only a few seconds to get rid of it. Throw a grenade at the bars where the alpha drone entered the area.



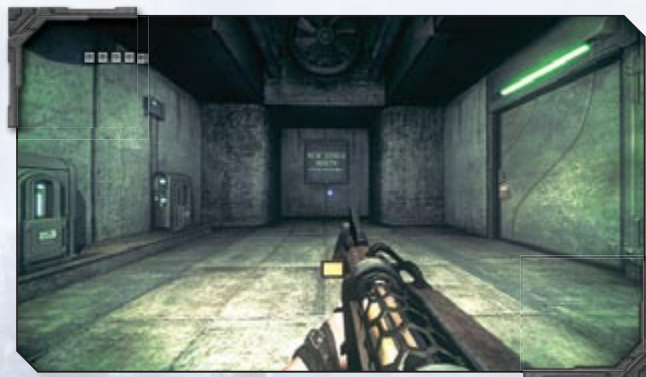
Return to the hole and crawl through. Follow a walkway through a cave.



Advance all the way through this green-lit door.



This blows a hole you can crawl through.



In the next room, go through the door on the right to go to New Venice North.

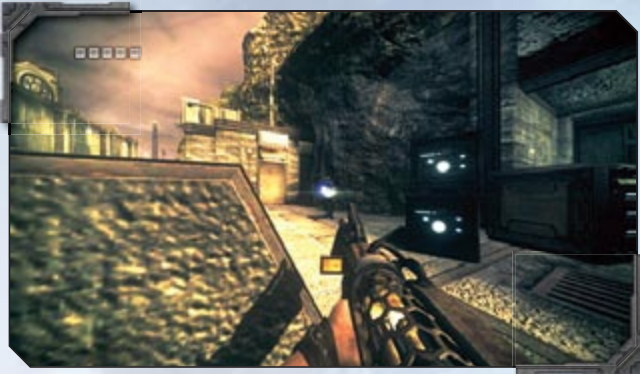


# New Venice

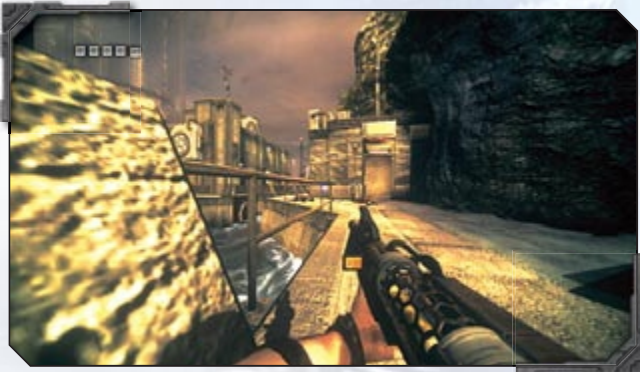
## New Venice North

### Objective

The *Athena* is the only way off the planet. Find a way to the starport.



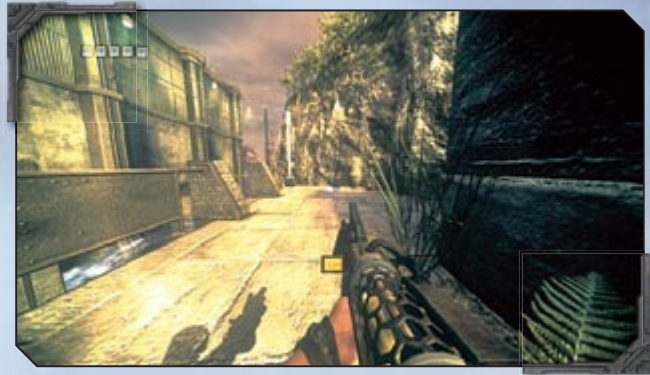
Move through the doorway and back into the not-so-fresh air of Aguerre. To the right, a drone and a couple of mercs come to attack you. Use the SCAR gun to deal with them.



A good spot to take cover is this concrete post near the walkway to the red-lit door. Stay behind it and lean around it to shoot. After killing the mercs, pick up an assault rifle and a shotgun.

### TIP

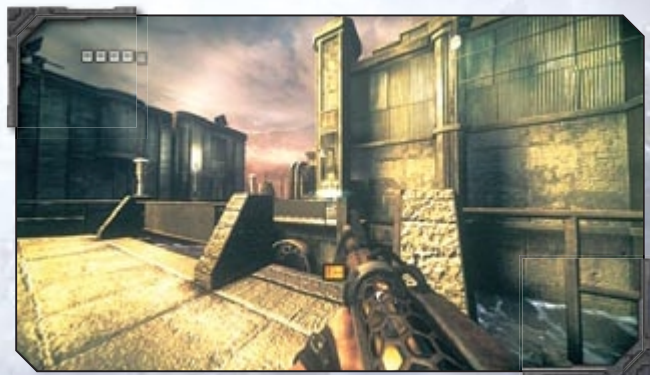
Another tactic is to fire several SCAR rounds at the crates in front of you when you enter this area. Then detonate them. This causes the crates to move at high speed, often killing enemies they crash into.



Advance away from the red-lit door towards this area and take cover behind the building on the right.



More mercs await on the other side of the canal. Kill them from a distance with the SCAR gun. Since there is no bridge to your location, they can't get in close to you, so take your time.

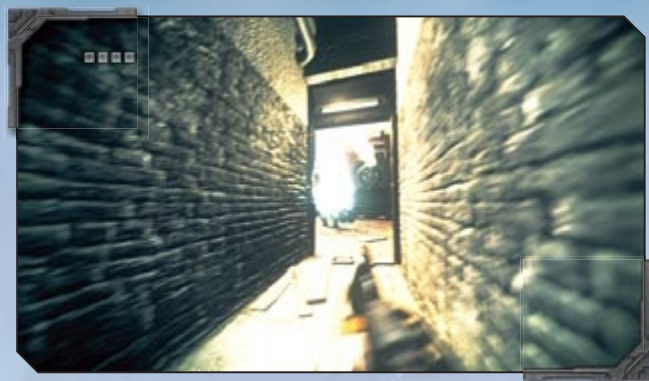


When you are ready to advance, fire a SCAR round at the control panel on the left corner of the building. Detonate it to cause a wooden bridge to slide out.





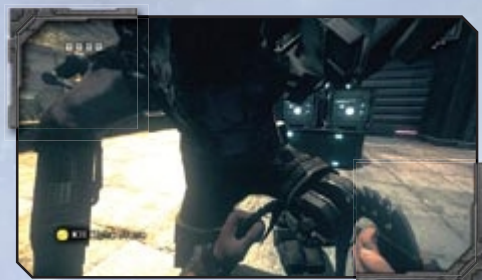
Cross over the bridge and walk to this point. An alpha drone opens fire on you from up ahead at a distance. Blow in the wooden door to the right with the SCAR gun.



Stay as far away from the doorway as possible, fire five SCAR rounds at it, and then detonate them to stun the big drone.

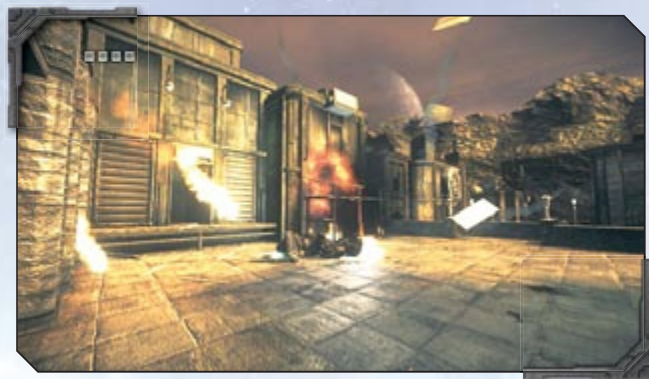


Switch to your ulaks and rush in to finish off the drone.



110

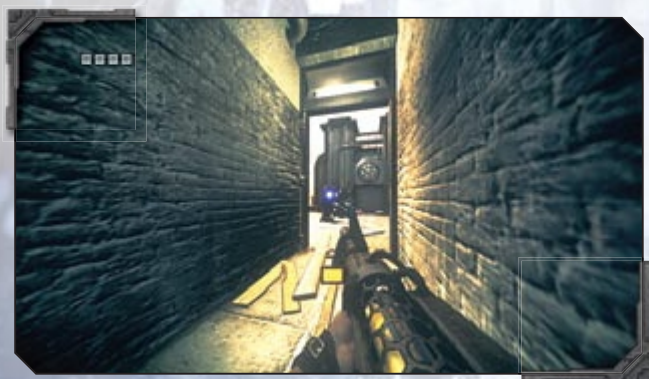
Enter the building. It contains a NanoMed health unit. However, as long as you are not too wounded, just head up the stairs and on towards the next building.



Pick up a grenade and throw it at the little shack to the right of where you exited the building.



Blow open the wooden door before heading across the open walkway to the next building.

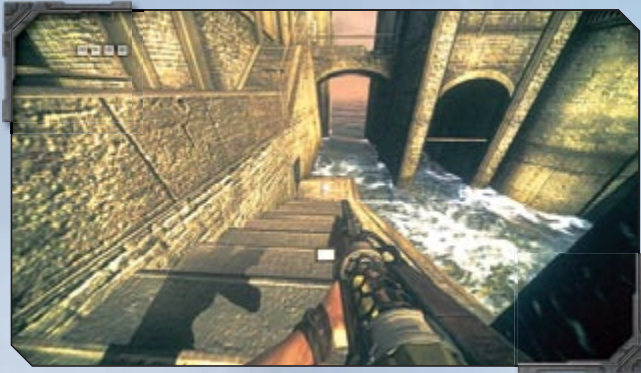


Head down the stairs and blow open another door. The alpha drone is just outside.



Once the smoke clears, move in to pick up a NanoMed cartridge and a bounty card [#27].

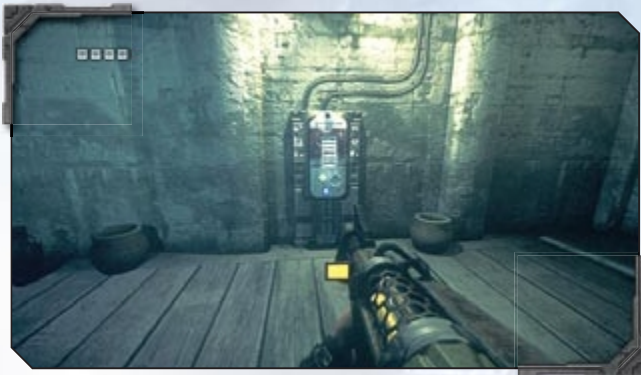




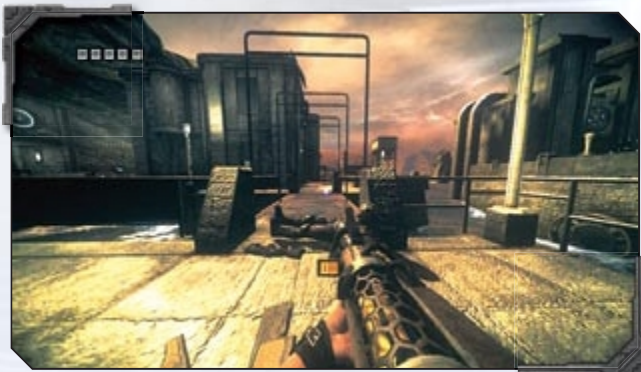
Now head down the stairs by the canal and enter the shaft at the bottom.



Follow it around to find another bounty card [#18].



Backtrack to the building with the NanoMed health unit and use it to bring your health back up to its maximum.



Exit the building and walk across this area to get to the building near where you started this area. Pick up ammo as you go and enter through the green-lit door.



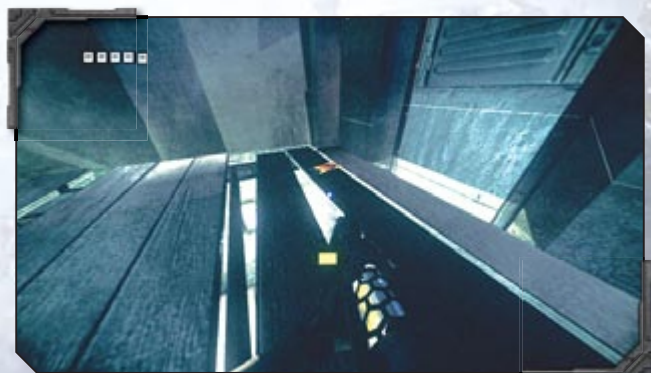
Inside, go to the console and activate the video link. An Agueran colonist named Gabril wants you to find and destroy five signal jammers spread across the Agueran islands so that he can call for help.

## TIP

If you destroy the five signal jammers and complete this side mission, you will not only earn the "Gabril" Achievement or Trophy, but also gain access to the sniper rifle. This is the only way you can get it during the single player campaign. For more information on Gabril's mission, see Appendix C.

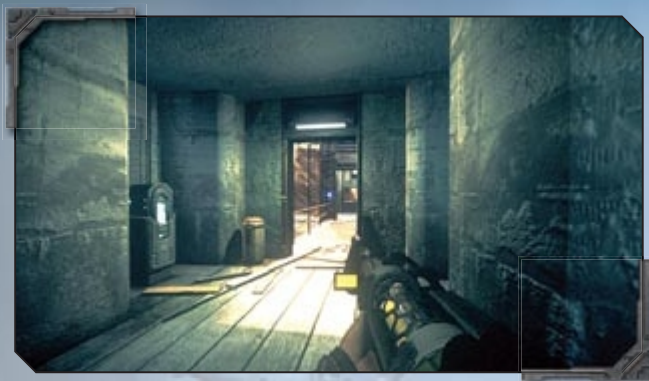


When the conversation ends, climb on this and then pull yourself up into the rafters.

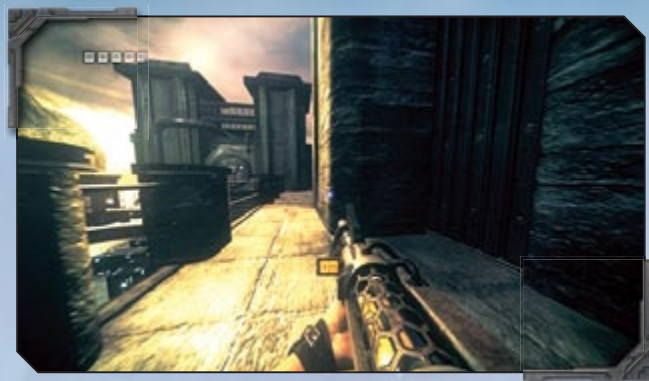


The rafters contain a bounty card [#20]. Grab it and drop back to the floor.

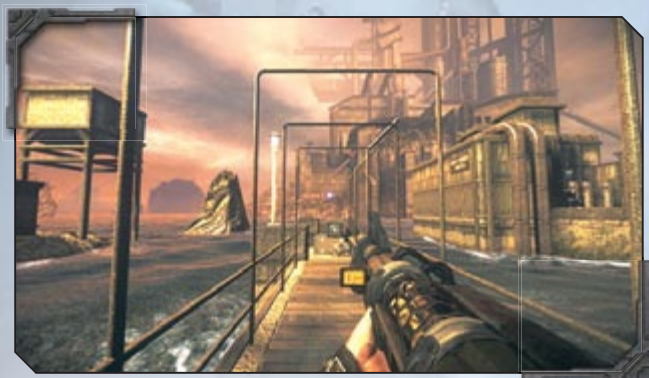




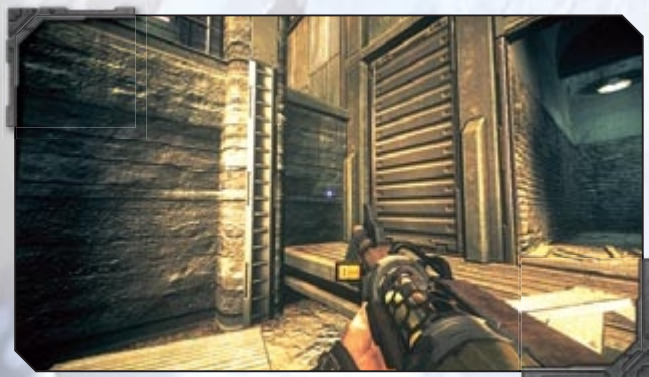
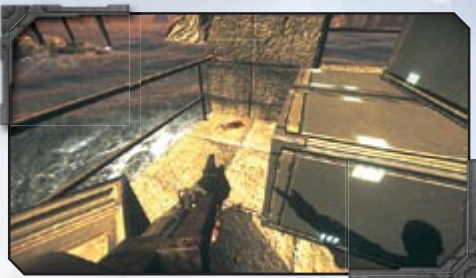
Now move through the building and blow up a wooden door at the back. Follow the walkway out of the building and on to the right.



Follow the walkway to the end and descend a ladder located on the right side.



Continue all the way to the end to find another bounty card [#48]. You may have to shoot some of the crates with the SCAR gun to get to the card.



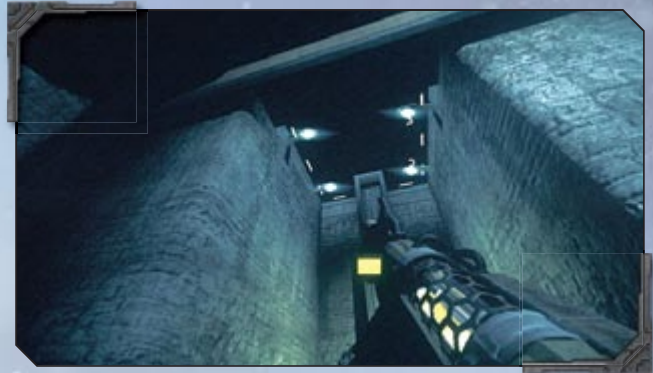
Head back through the building and make your way toward where you killed the alpha drone. Advance to this wall and walk up next to it. Pull yourself up onto the walkway above.



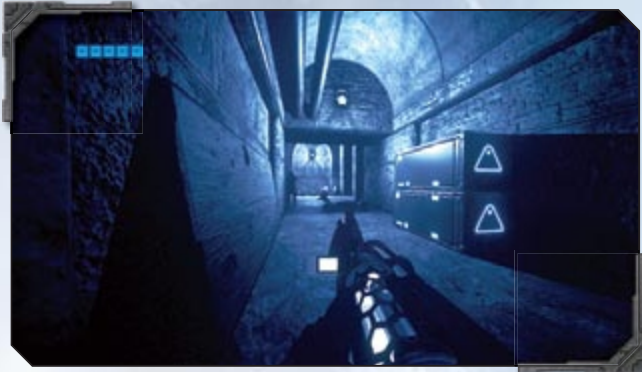




At the bottom, blow away the wood planking over another shaft and then climb down that ladder as well.



At the end of the room is an elevator shaft. Look up and fire SCAR rounds at each of the four tabs sticking out. Detonate them all at the same time to cause the elevator to descend.



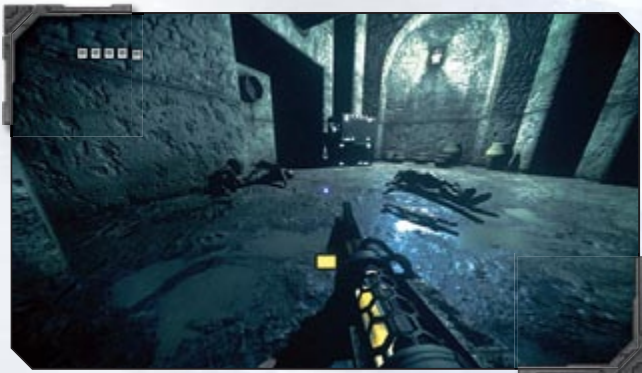
Move to the intersection at the end of the short corridor and take cover on the left side. Peek around as you look to the left. There are several mercs in the room at the end of this corridor. Use the SCAR gun or another weapon to kill them as they come to attack you. Stay in this position until they are all dead.



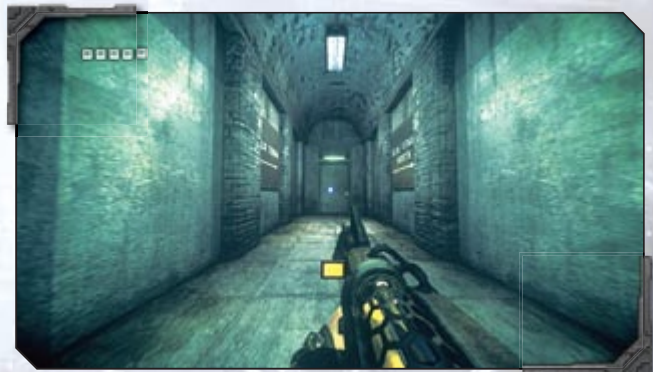
Climb aboard and take the elevator to the top.



A map shows you the area where you just were.



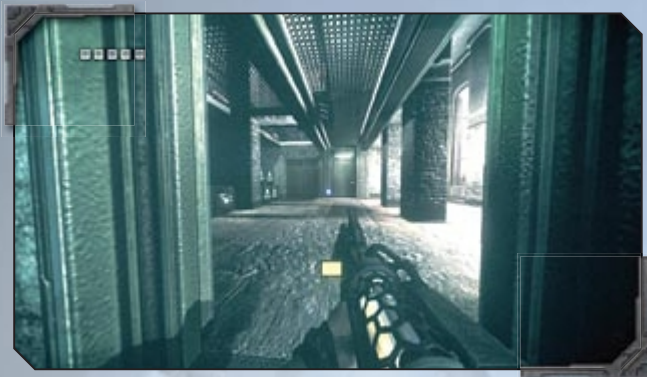
Once it is quiet, move into the room and collect ammo. Then head to the next room.



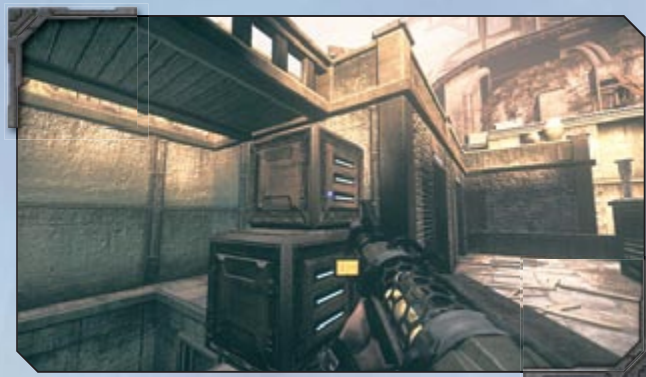
Move through the green-lit door and make your way to the Old Town.



# Old Town



Enter this room and turn to the right. Climb up on the crates to get to the upper level here.



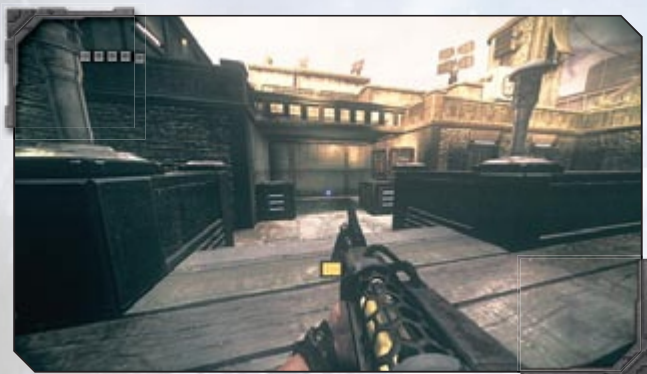
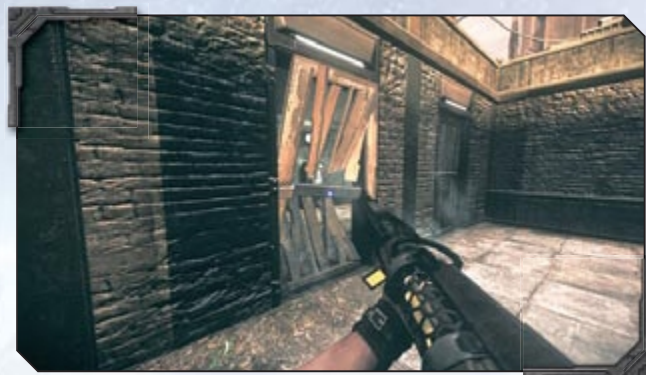
Hop up out of the pit and then climb up these two crates. Jump onto the upper walkway.



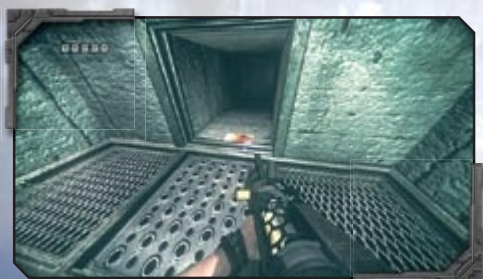
Pick up a NanoMed cartridge and save it for later.



Walk straight ahead and then to the right to find a bounty card (#17).

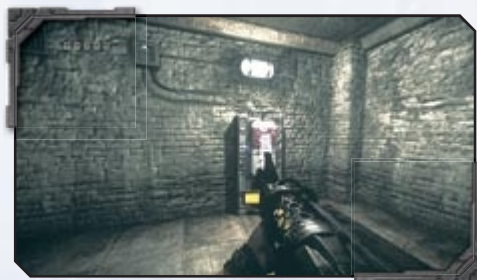


Exit through the green-lit door and walk straight ahead towards a pit. Don't worry about being cautious right now. You are all alone here.



Drop into the pit and pick up a bounty card (#50).

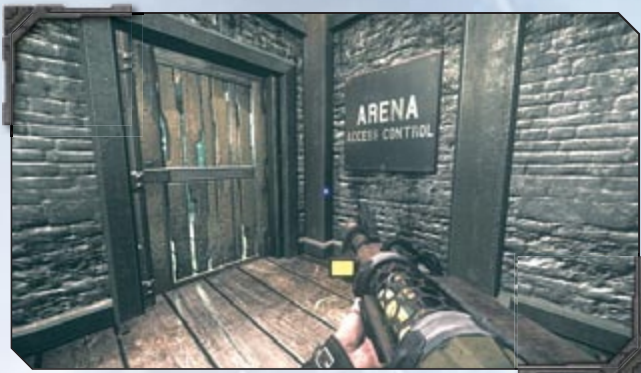
Get back down to ground level and move to these two wooden doors. Blow away one with the SCAR gun and enter to find a NanoMed health unit. Heal yourself up now—you will need it.







Make your way around to the arena and walk past the large locked door.



Blow open the door to the arena's access control room. Enter and fire a SCAR round at the control panel to open the arena door, but don't detonate it just yet.



Exit the room and walk past the main arena door. Continue all the way to the far building and hide behind these crates. Detonate the round and the doors will open. A couple of drones come out. Kill them from long range with the SCAR gun.



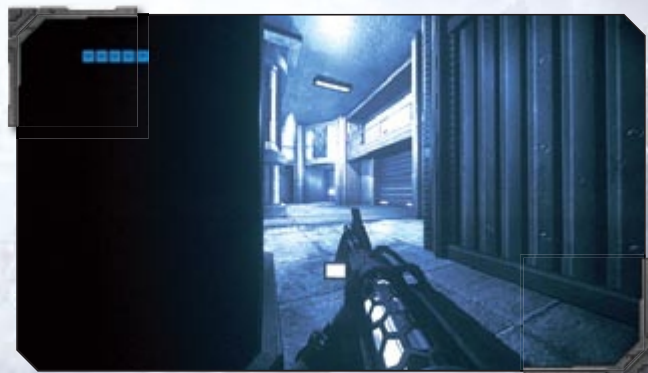
Now return to the door and enter the arena.



Locate an alcove off to the right and shoot out the light with the SCAR gun.

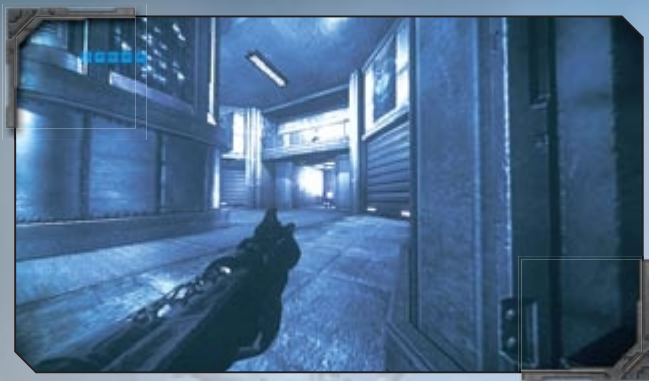


Shoot the mercs up in the control area on a walkway above the arena floor. Then take cover in the dark shadows inside the alcove.

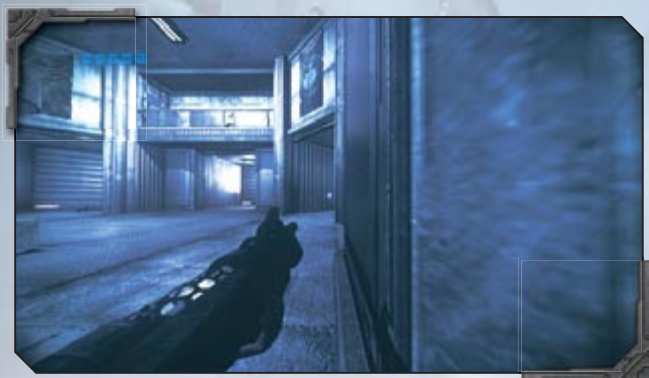


A door on the opposite side of the arena opens. Kill the drone inside that area.

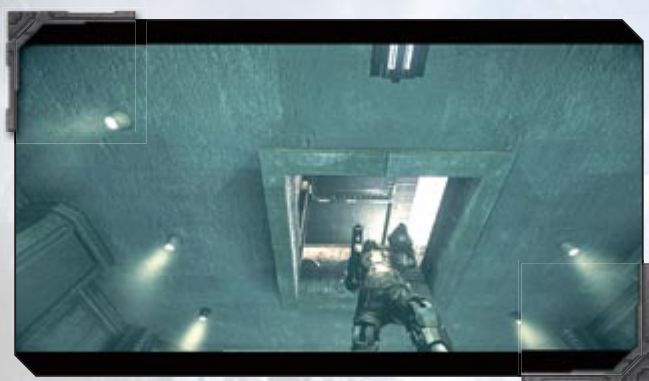




Another door opens right underneath the control area. Lean around a corner and kill the drone inside.



A third door to the right of the second opens. This one reveals three drones. Stay behind cover in the dark and kill all of them.



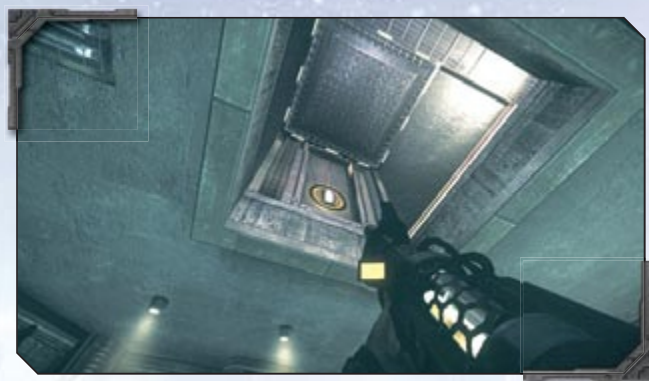
Now comes the finale. The large elevator lowers and an alpha drone steps down into the arena.



Fire four SCAR rounds at it and then move in to kill it with your ulaks. Use the elevator shaft and alcoves for cover in between shots to avoid taking too much damage.



Once the big guy is down, climb onto the top of the elevator platform.



Shoot at the control panel above with the SCAR gun to raise the elevator.



Move into this room and climb down the ladder. If you have not already killed the two mercs in the control area, you will have to deal with them now.

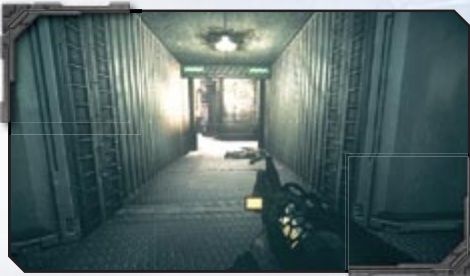




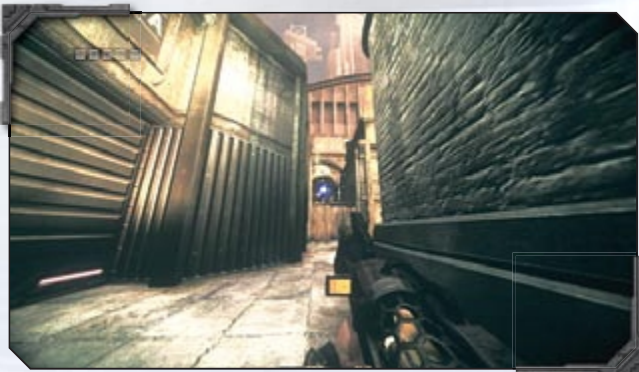
Use the NanoMed health unit to heal any wounds you received in the arena.



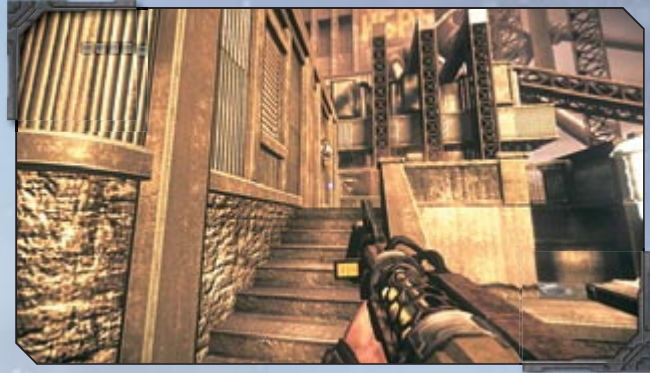
Finally, press the blue button to open a door on the arena floor.



Exit through the door, but be careful.



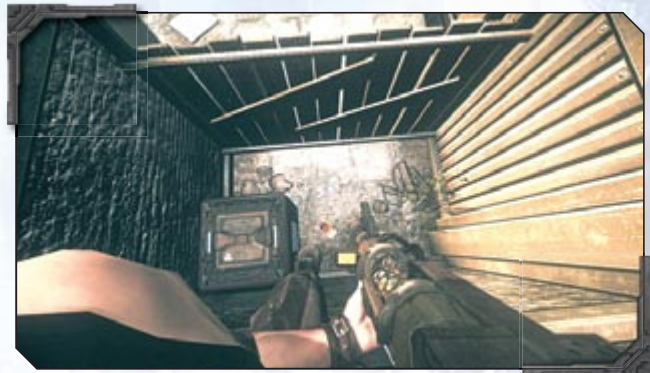
Another alpha drone is up on a platform to the left. Ignore it for now and turn right to try to come up on it from the side.



As you get to these stairs, be ready for a spider turret. It lands and climbs up on the wall. Destroy it before it can fire at you.

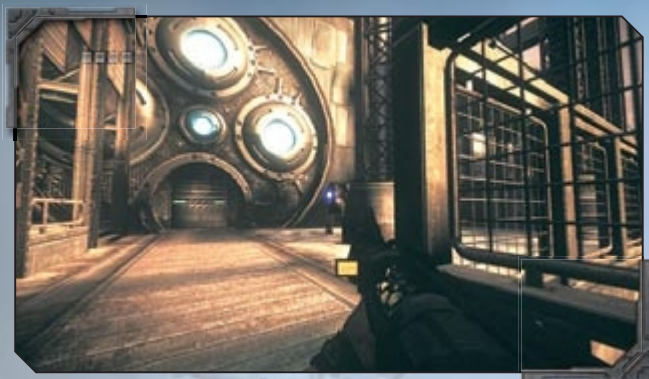


Blast through this wooden door and a second on the other side and enter the building.

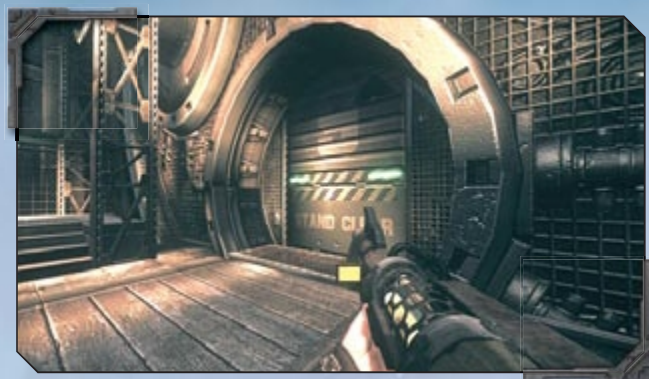


As you exit this small building, you see that the alpha drone has withdrawn. Turn left and drop down into this area to pick up a bounty card (#38). Climb back up onto the level where you were.





Advance towards the large structure. The alpha drone is waiting for you. Fire SCAR rounds at it, withdrawing as you do to the small building to seek cover. Or you can move around the concrete pylon, firing as you avoid its fire.

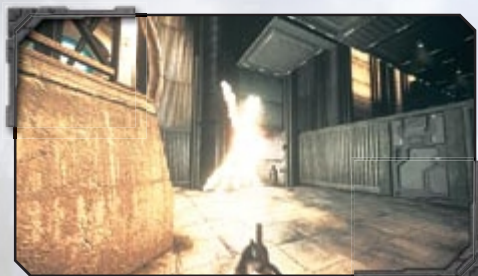


Now move through the large green-lit door and continue to enter the refinery.

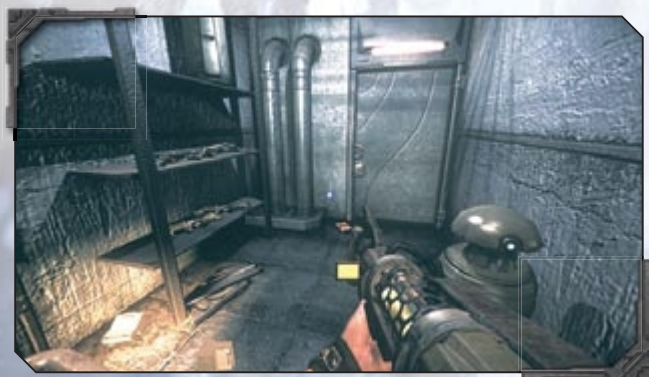


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Once five rounds are stuck to the alpha drone, detonate them all at the same time and then kill it with your ulaks.



Throw a grenade at this gate to knock it down.



Enter the storage area to pick up a bounty card [#44] and ammo for assault rifles and shotguns.

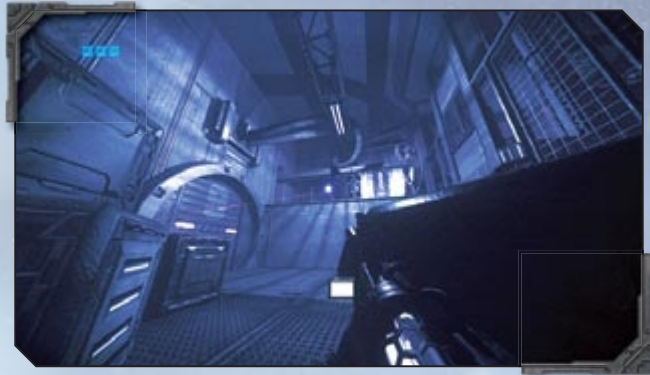




## Refinery



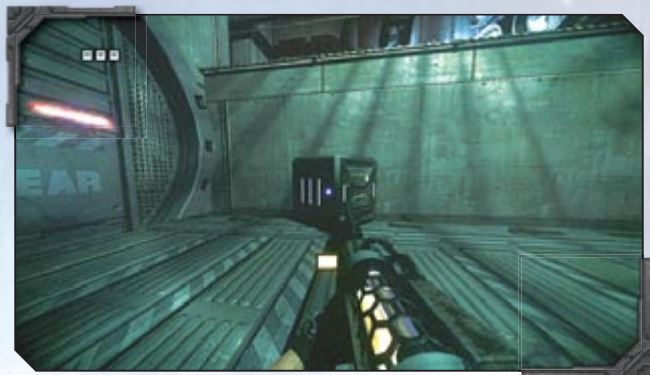
The ground floor of the refinery is empty. Enter and continue to the elevator.



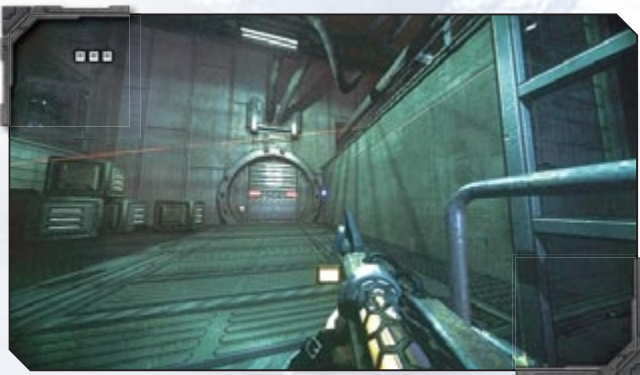
As the laser moves away from you, move into the shadows behind the crates. Then line up a shot and destroy the spider turret.



Press the elevator controls to send it to the top.



Fire several SCAR rounds at a crate to send it against the opposite wall.



When you arrive at your destination, note the red laser. That is the sign of a spider turret in search mode. It is up and to your right.



Then jump up onto the crate and grab the ledge to pull yourself up to the next level.





Heal yourself at the NanoMed health unit before continuing.



Look up and grab onto the hangrail. Use this to advance farther into the refinery.



As you are moving, you overhear mercs talking about a girl damaging the *Dark Athena's* engines. That must be Lynn.



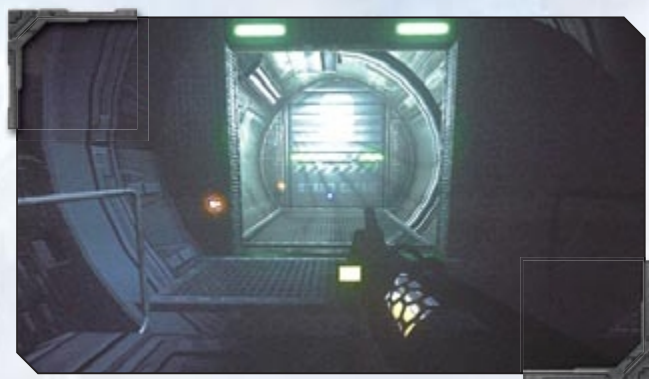
Drop onto a platform at the end that overlooks three mercs below. Kill them all from your elevated position while hiding in the shadows. You should be able to get at least two of them from here, if not all three. If necessary, drop down to get the last one.



Walk over to this console and try to activate the rail-track computer.

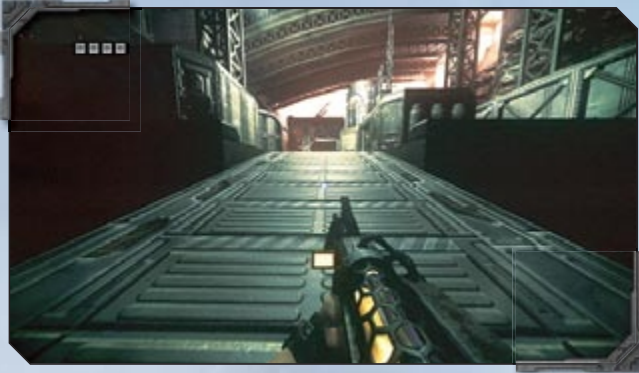


All this does is let the enemy know where you are. They will send several mercs through the door at the end of this area. Take cover in the shadows and behind a large support at the opposite end so you can pick them off before they get too close.



When it is clear, move through this large door to continue to the next area.

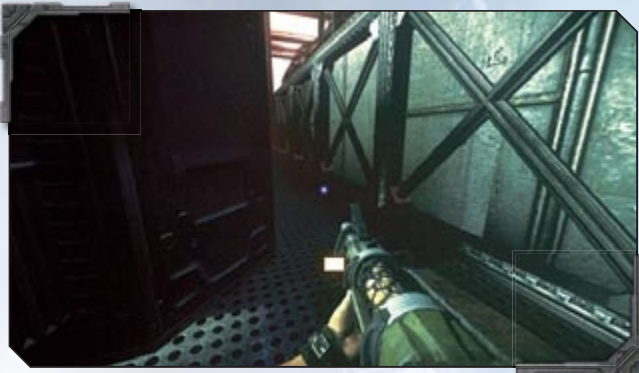




As you head up this ramp, you can hear the mercs ordering all available drones to converge on your position.



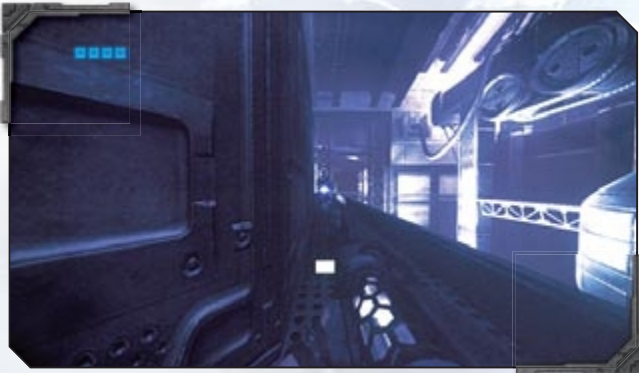
Once all the drones are dead, use the SCAR gun to move this crate over to this structure with the searchlight on top.



Take a right at the top and advance behind the large containers where you have shadows in which to hide.



Jump up onto the crate and then onto the structure. From there, hop onto the conveyor belt.



Continue to the end and turn left. Be ready to engage several drones. Most come at you head on, so try to lean around from behind cover to fire. Just watch for one that might try to come up from behind you.

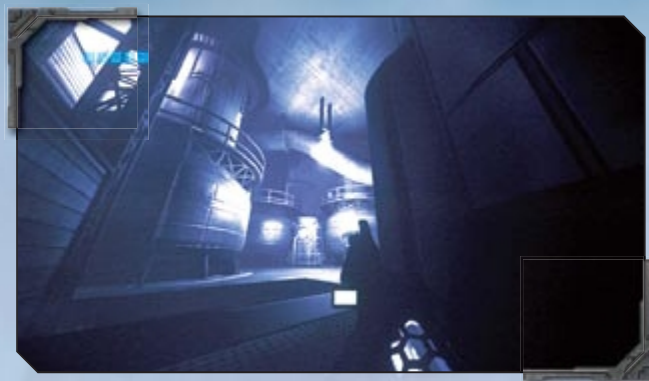


Walk past the crate as you climb up the conveyor belt and pick up a bounty card [#25]. Hop back down to the refinery floor.

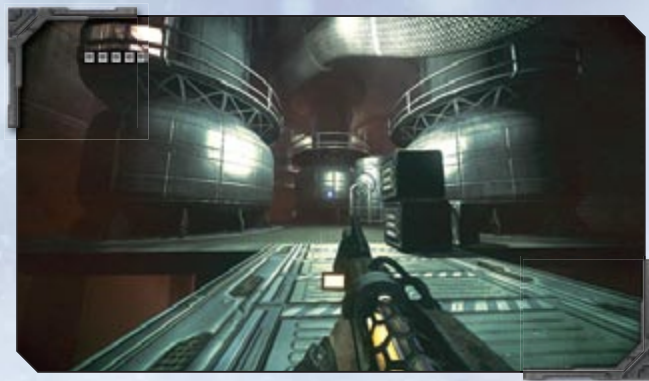




Continue down this other ramp. Five spider turrets are scanning for you up ahead. Destroy the first one high and center.



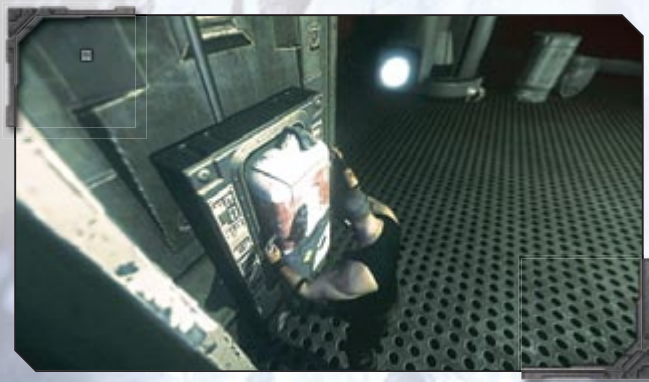
Move to the back wall and then advance to the right towards these large containers with catwalks around them. Hide in the shadows and watch for mercs patrolling the catwalks. Kill all that you can from this position. Note that there are some controls up on the catwalk on the one on the left. You will need to access those later.



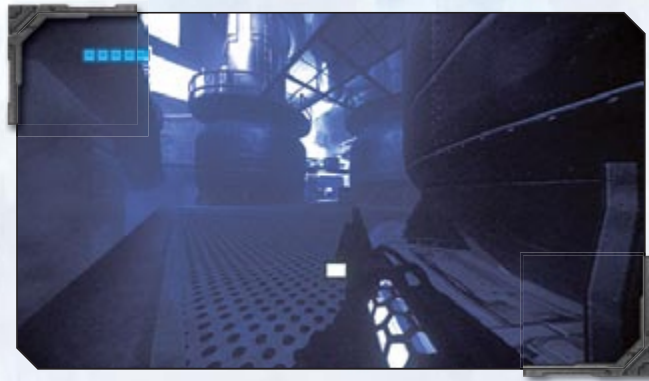
Make sure you have cleared as many mercs as possible, then rush across this lighted open walkway.

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Continue down the left side of the walkway until you can see and fire at the one on the right. Then lean out and get the one to the left. Finally, get the two near the back wall to the right and left.

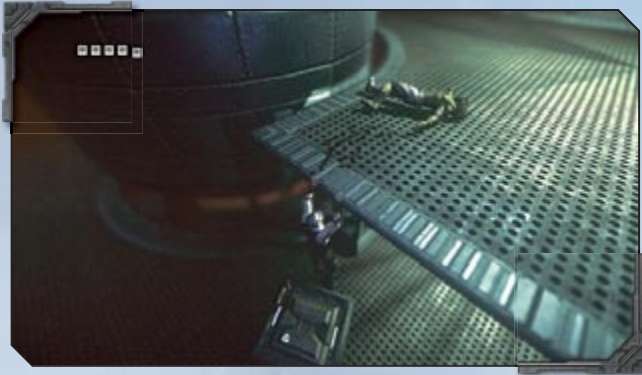


Stop by the NanoMed health unit on the left side for some quick healing.

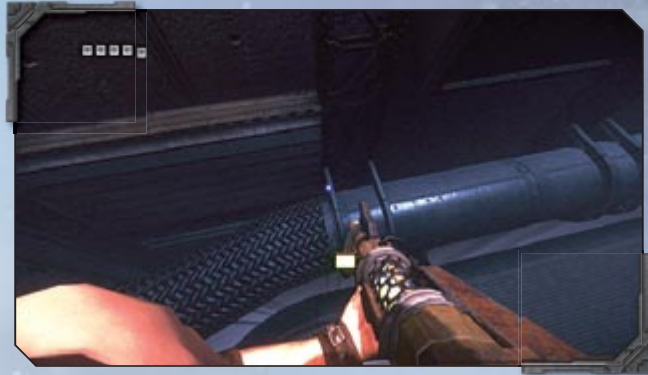


Quickly turn to the left and get back in the shadows. Advance until you can see some crates up ahead as well as a merc. Kill the merc.





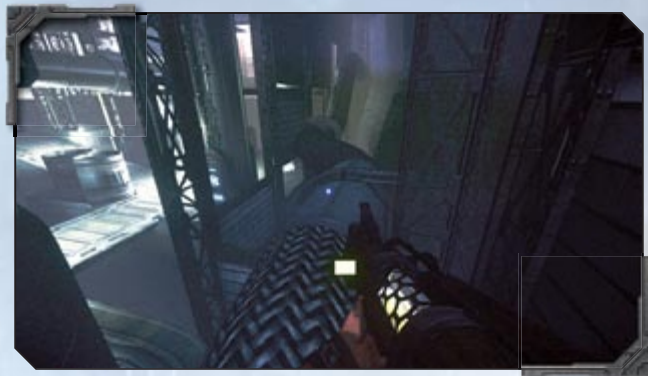
Shoot the SCAR rifle at a crate to push it next to the wall so you can jump up onto it and reach the ledge. Pull yourself up.



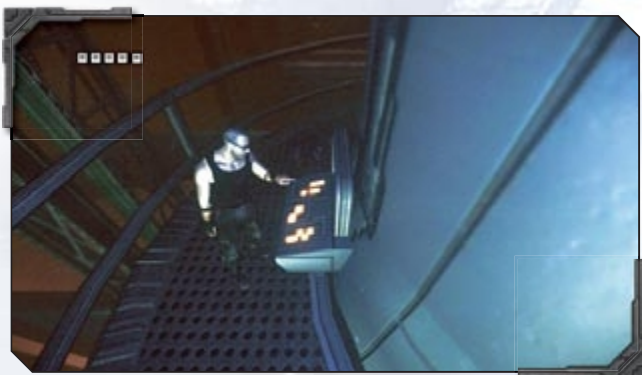
After using the console, turn to the left and jump down onto the large pipe.



Climb up the ladder to your left to get onto the catwalks. Kill any mercs you see as you advance towards the front of the area and the controls you saw earlier.



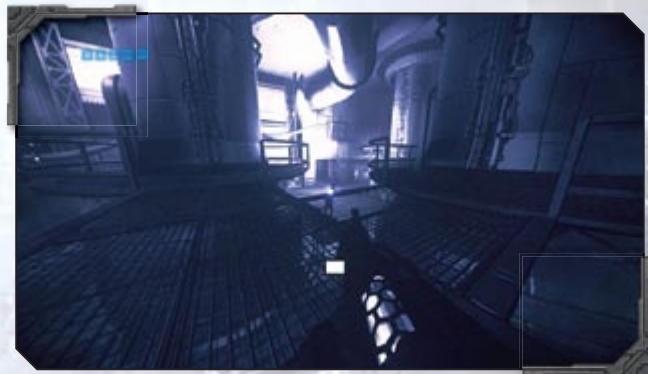
Turn left and follow the pipe to the end.



Use the console to unlock the containment sector. This is where you climbed up onto the platform just a bit ago.



Snag the bounty card [#56].



Return the way you came. Two mercs have come out of the containment sector. Kill them while you are still up on the pipe.

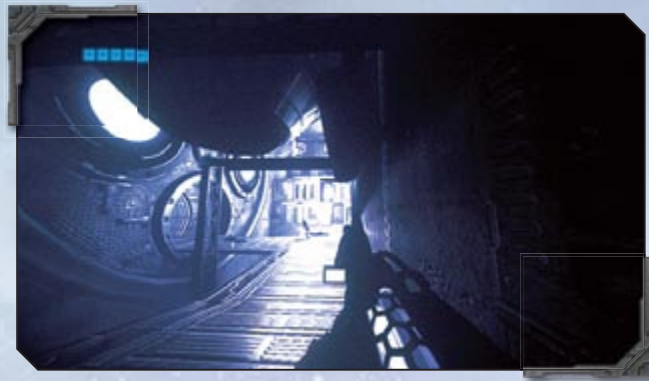
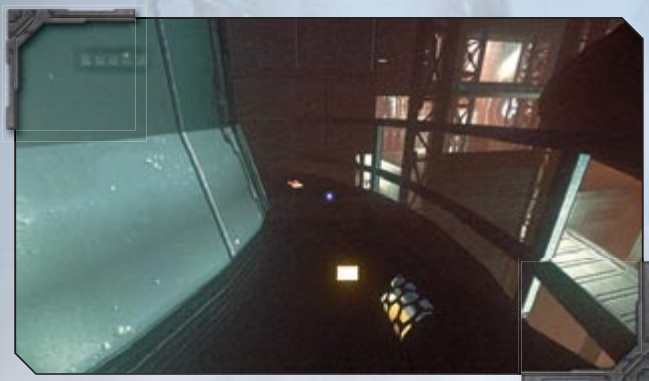




Jump down to the floor and then use the crate to get back up on the platform; use the NanoMed unit by the doorway to the containment sector if needed.



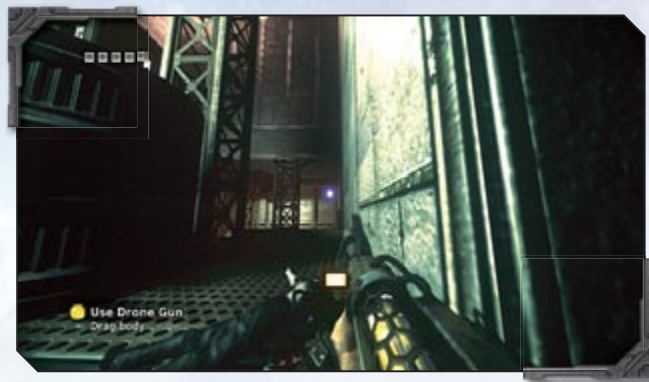
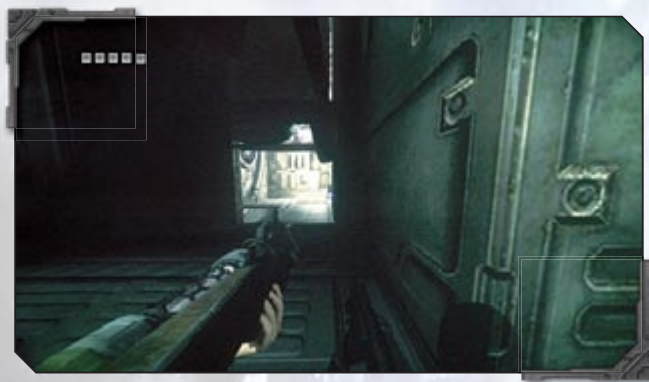
Advance down the ramp a bit more so you can destroy the spider turret to the left.



Another spider turret lurks directly ahead. Kill any other mercs that come into view as well.

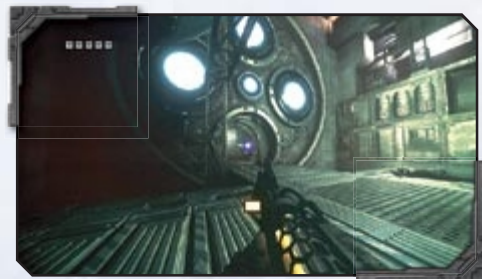
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Ascend the ladder near the health unit and then make your way along the catwalks to the front structure across from the one where you used the console. You will find another bounty card [#55] there.



Return to the health unit and walk through the opening to the containment sector. Lean around the corner to look down this ramp leading to the main area below. Kill a couple of mercs with long-range shots.

As you get to the bottom of the ramp, turn right to shoot a spider turret. Then get the two hiding to either side of the doorway where you exit this area.







Don't leave just yet. There are still some things you need to collect. Head towards the right side of the long line of containers.



Now go down that short ramp and turn left. Walk behind this structure.



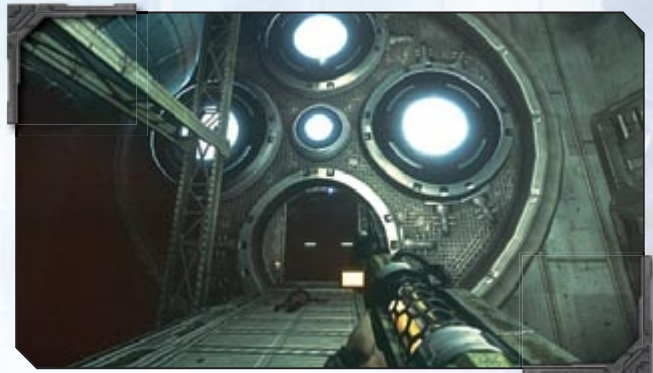
Destroy the spider turret by the smaller ramp.



There you can pick up another bounty card (#51).



Follow the narrow path behind the containers to find a bounty card (#36) to add to your collection.



Head back to the door exiting this area.



Continue on to the starport.

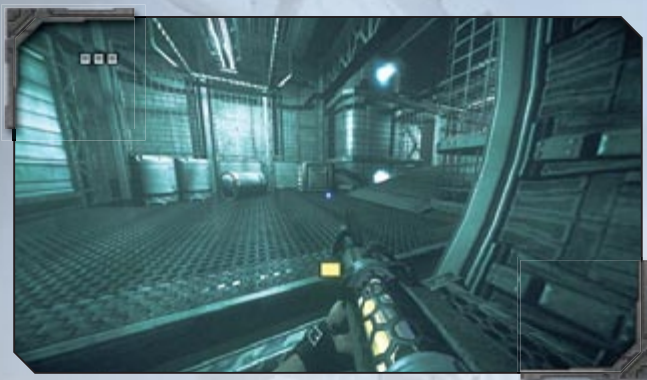


# Back to the *Dark Athena*

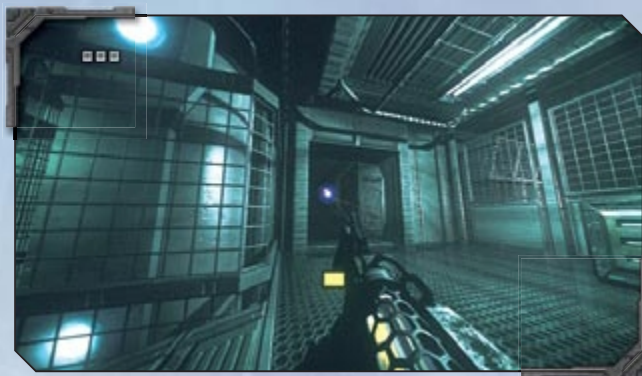
## Starport

### Objective

The *Athena* is about to leave Aguerra. Fight your way back inside.



You have entered the starport.



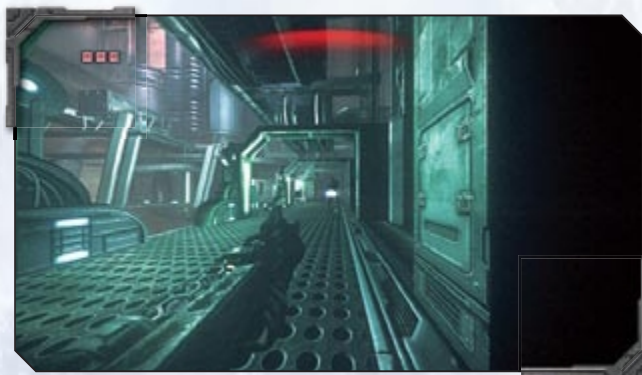
Near the top of the ramp, turn to the left and strafe to the right until you can see the spider turret on the wall. Destroy it.



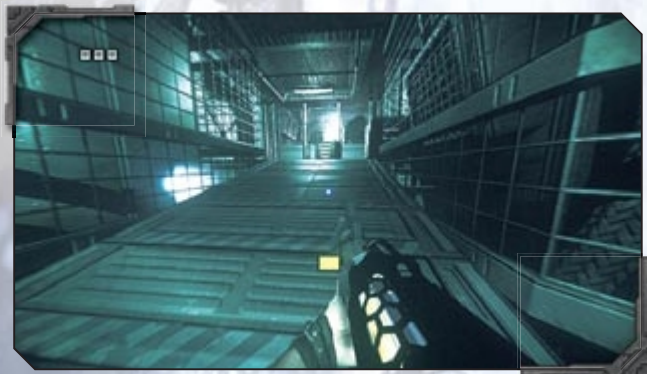
Move to where the spider turret was and turn right. Follow this walkway towards the opposite side of the large area.



In the first room, look behind the barrels on the left side to find a bounty card [#23].

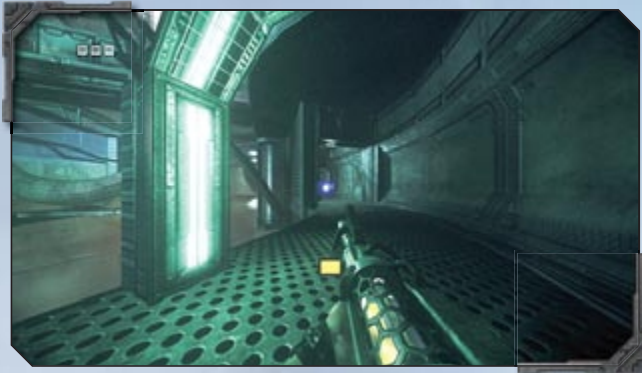


As you approach the first archway, take cover on the left side. A couple of mercs lurk up ahead. Kill them both and then continue along the walkway.



Now turn to head up the ramp to the left. Move cautiously.

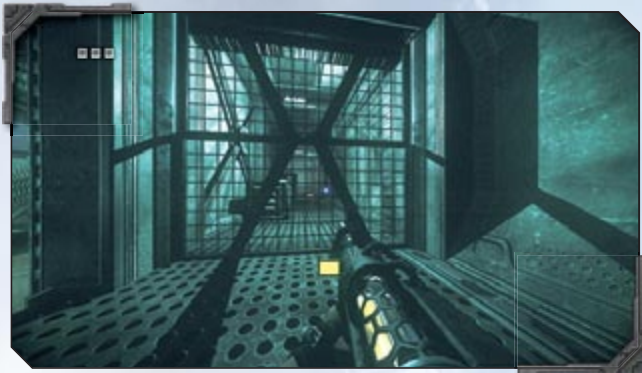




When you get near a small room at the end of the walkway, watch for a third merc. Kill him from a distance and continue.

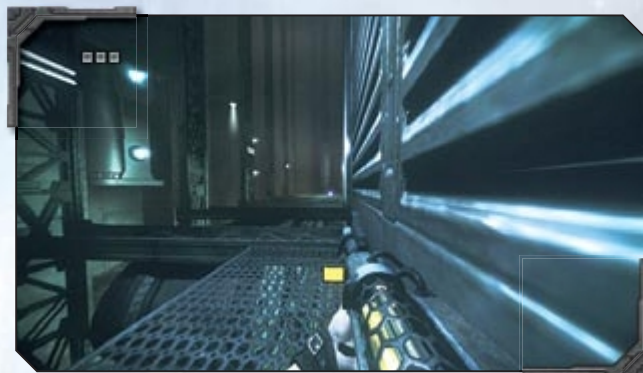


Fire a SCAR round at each of the flashing ladder locks up near the top of the hoses. Detonate them both at the same time to release a ladder.

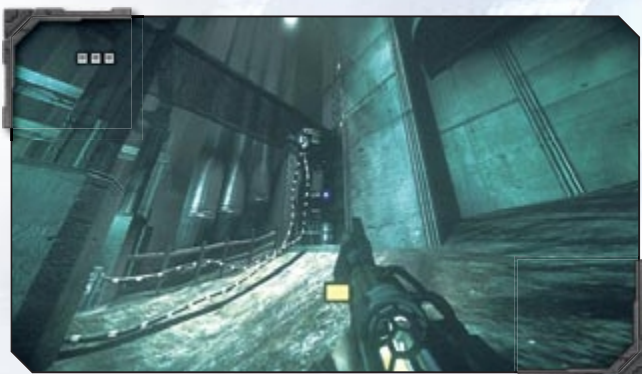


Just as you are about to enter the small room, a gate comes down, blocking your way.

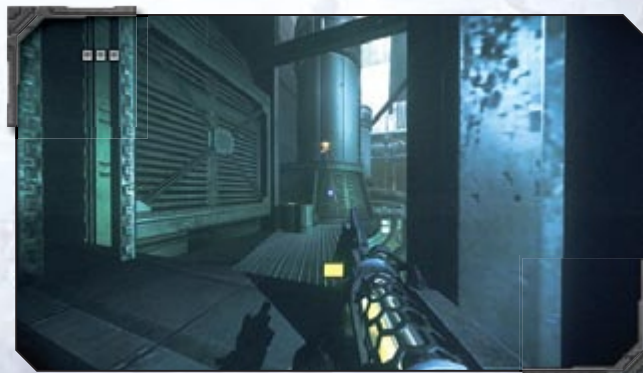
Climb the ladder to a platform at the top.



Walk towards the middle of the room and then turn left to follow this catwalk back towards the entrance.



Turn around and look for these lighted hoses going up the wall; move to them.



Near the end, look to the right to spot a spider turret. Destroy it before it can fire at you.





Two more spider turrets lurk up near the ceiling of the large area and on the opposite side. Take them out.



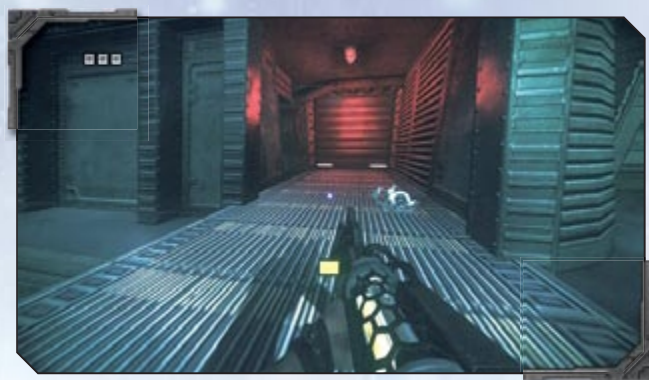
Follow it down and then walk out on a beam to pick up a bounty card (#45).



Jump back up onto the pipe and take it back up to the catwalk.



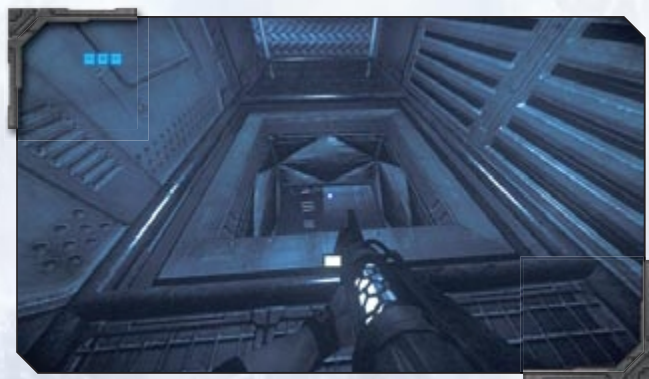
Finally, there are three more spider turrets to your right at the far end of the area. Fire a SCAR round at each to neutralize these threats.



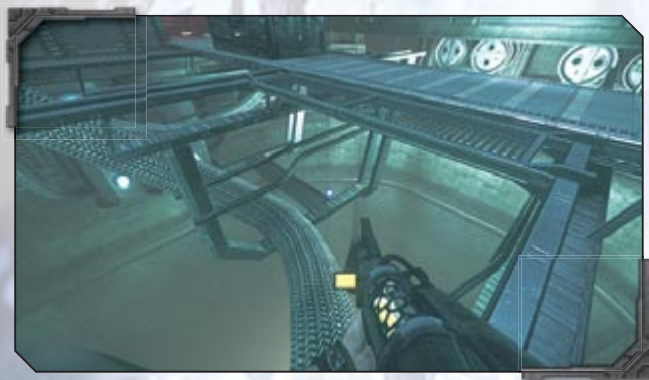
Continue all the way to the end of the walkway where it is lit by a red light.



Make your way to the central walkway and follow it towards the far end.



Turn left and drop down this hole to get to the small room that was gated off from you.

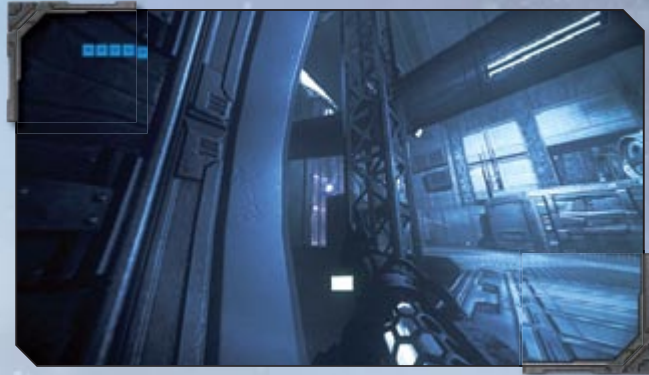


When you get to the small side platform on the left, walk out on the support and then hop down onto the large pipe.

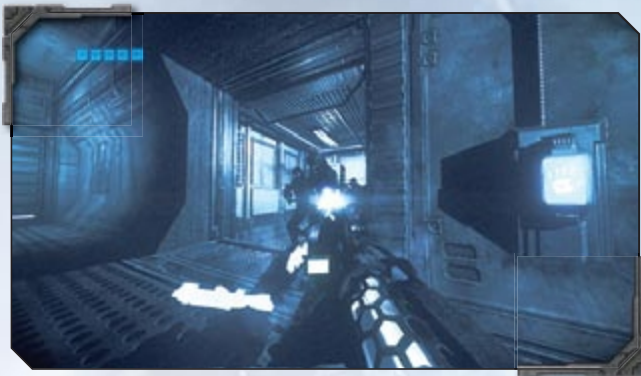




Use the NanoMed health unit to heal up to full strength.



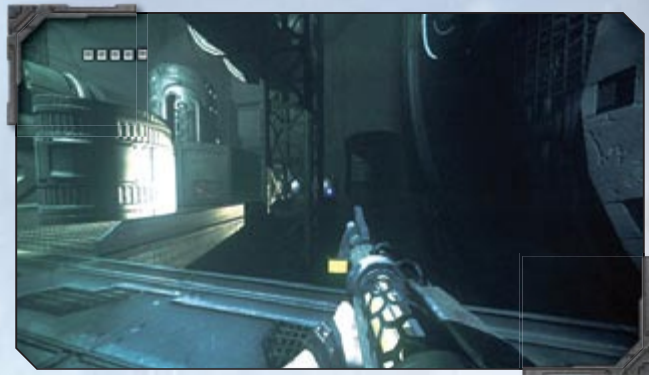
The next large room holds four spider turrets. Stay in the doorway and take out three from this location.



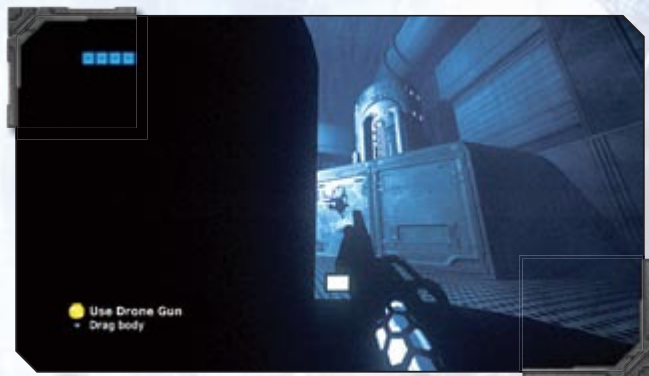
Walk through the doorway into the next room. Several mercs head your way. Move back to the small room and take cover behind a crate. The shotgun can really come in handy here as you engage mercs at close range.

## TIP

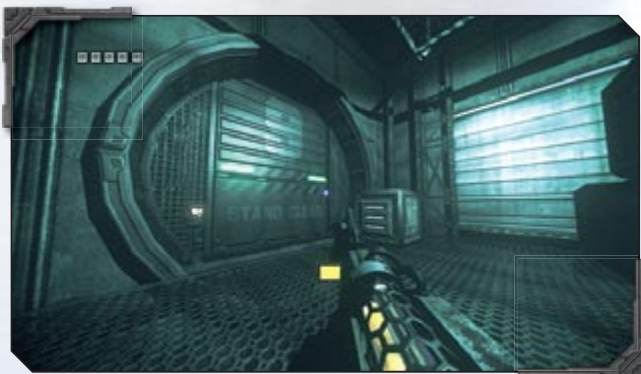
Another tactic is to fire several SCAR rounds at the floor of the doorway. Then detonate them as the mercs walk through.



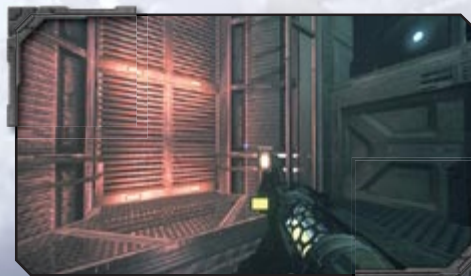
A couple of drones activate off to the right. Stay in the cover of the doorway and kill them as they approach.



Go to where the drones were and take out the last spider turret here.



Finish off the mercs and then continue through the next room and through two large doors.



Move to the elevator and ride it to the top.





If you look out over the room below, you can see a bounty card. You can get that in a bit. Clear out this top area first so you don't have to worry about enemies firing down on you while you get the card.



As you head back to the elevator, stop in the corner to the right to pick up a NanoMed cartridge.

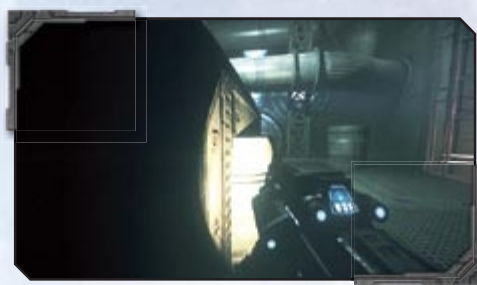
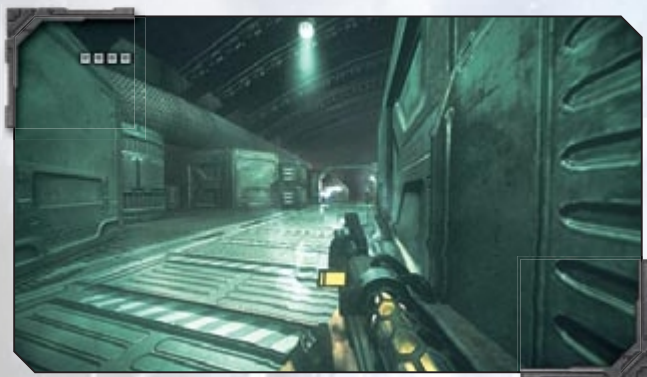


Take the elevator back down to the lower area and jump up on this structure off to the left.

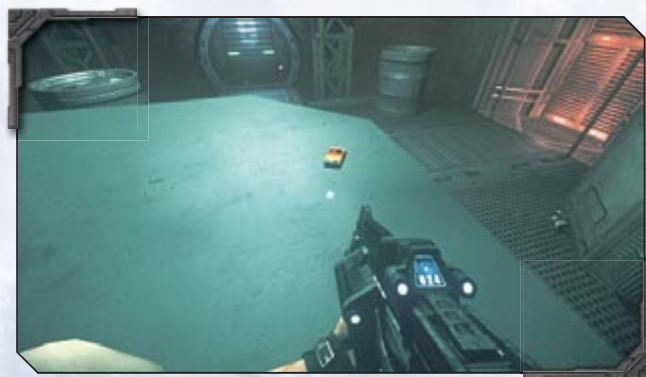
130

A pillar up ahead has three spider turrets on it. Move forward and lean around the corner of this structure to take one out.

Turn to the right and jump up onto this protruding part.



By this time, a couple of drones have activated. Retreat to the elevator and use the sides for cover as you engage and kill both drones. Then destroy the remaining spider turrets on the pillar.



From there, jump on up to the top and pick up the bounty card (#12).



### TIP

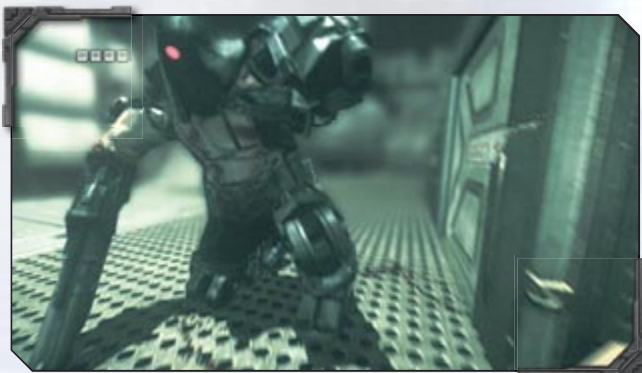
If you are not at full health, head back to the NanoMed unit and use it to heal.



Take the elevator back to the top and then advance to where the drones appeared. Turn right and head down this ramp.



As you get to the area where there are steps down to the right, an alpha drone appears. Fire five SCAR rounds at it and detonate them all at the same time to stun it.



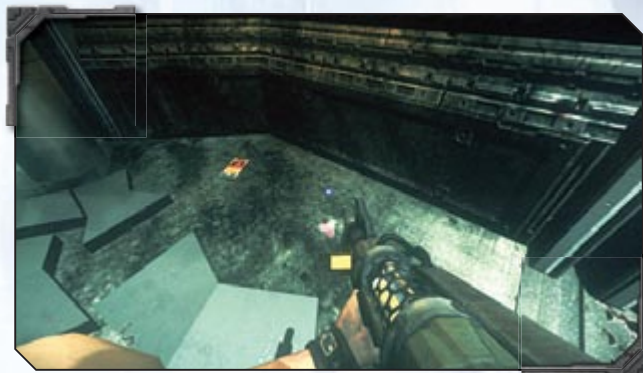
Then move in to kill it with the ulaks.



Near where the alpha drone appeared, locate the explosive barrel.



Pick up one of the alpha drone's grenades and throw it at the barrel to blow it up.

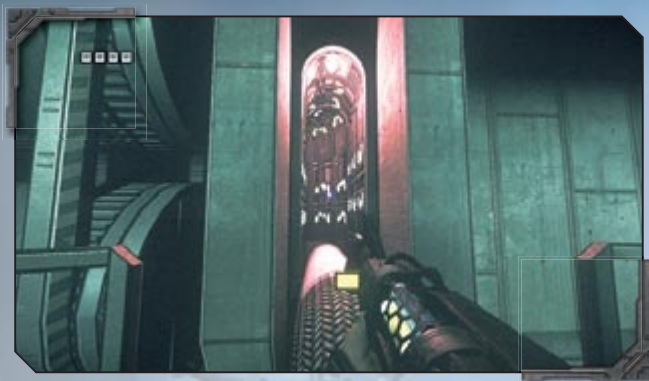


The resulting explosion blows open a door. Inside, pick up a NanoMed cartridge and a bounty card [#4].



Now walk over to this cylindrical structure and climb the ladder to the top.





Follow the pipe at the top through this red-lit passage.

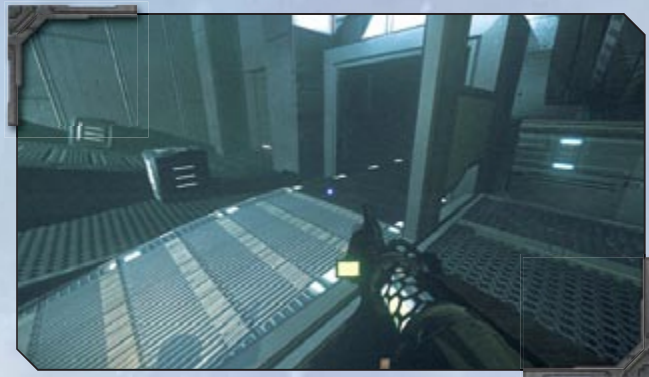


At the intersection, turn right and walk out onto the pipe. From this location, fire at and kill the three drones below.

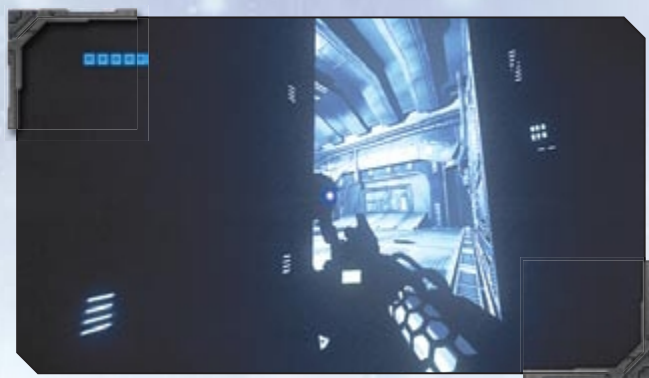
Activate the rail power at this console.



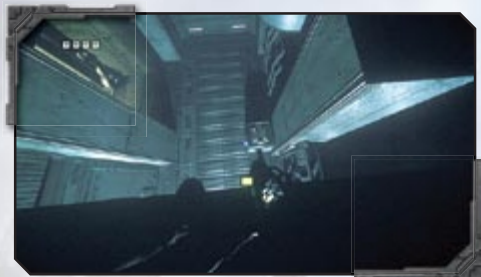
Walk over to the conveyor belt and climb on behind this container.



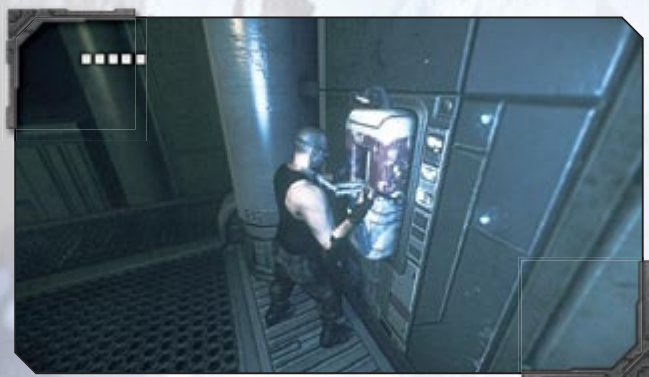
You are detected as the container enters the next room and the conveyor is stopped. An alpha drone is sent to investigate.



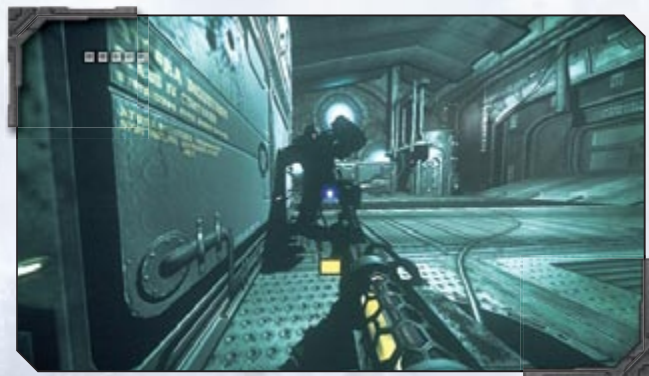
Now drop to the floor near this crate.



Heal yourself if needed at the NanoMed health unit.



Use the large container to the left as cover and fire five SCAR rounds at the beast before detonating. Then quickly move in for the kill with the ulaks.



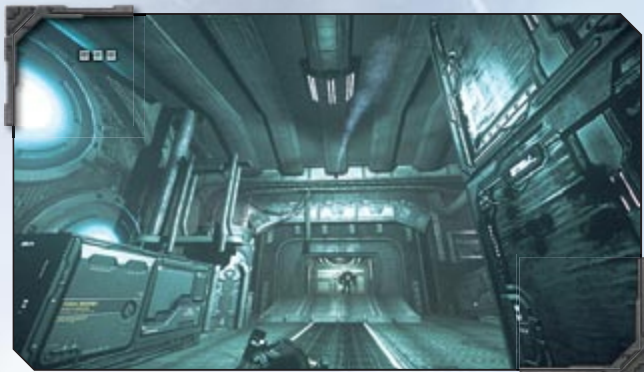




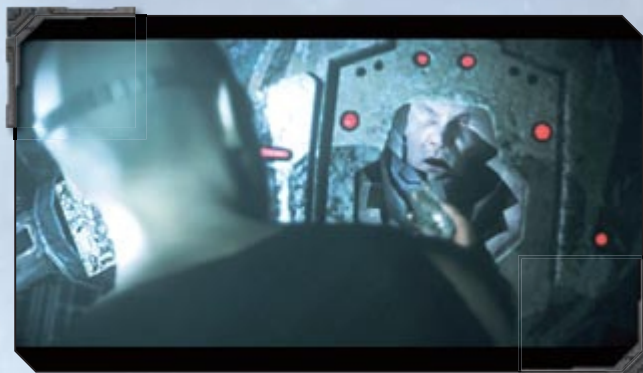
As soon as the alpha drone is dead, a door opens and a second one appears. Use the same strategy as before to kill it.



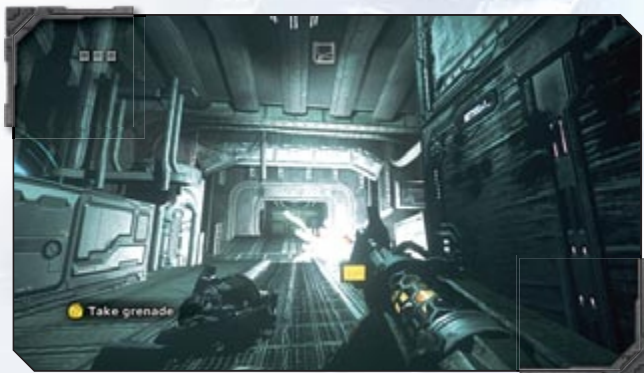
Walk over to Spinner's mech. He has something you need to get onto the *Dark Athena*.



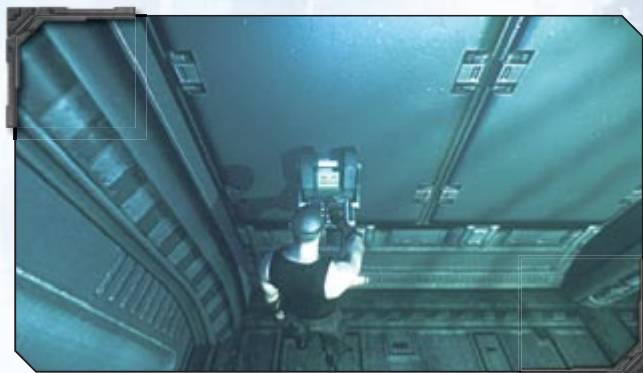
The fun is not over yet. Spinner appears now in a mech. However, you have some heavy firepower you can use.



Take the executive ID card. Spinner won't be needing it any longer.



Stay at a distance and start throwing grenades from the alpha drones at the mech. It only takes a couple close hits to bring it down.



Now walk towards the airlock door. Slide the executive card at the keypad to unlock the door. Continue through the door and onto the *Athena*.

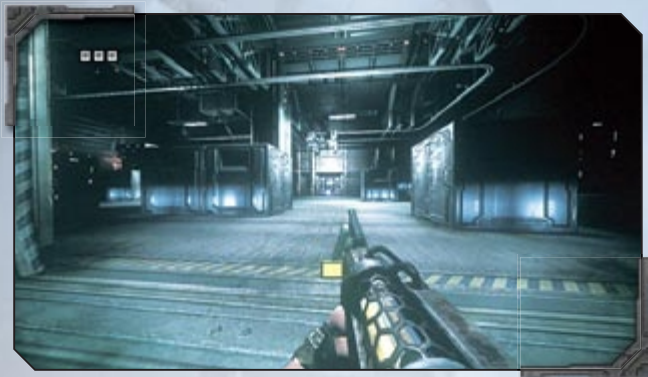


# Finale on the *Dark Athena*

## Executive Quarters

### Objective

You're back on the *Athena*. Find Revas and take control of the ship.



You enter the ship through a large cargo bay. There are four mercs inside, so crouch down and move left to get into the shadows.



Head all the way to the end on the left and lean around the corner of this large container.



Start picking off mercs. The assault rifle works well here—since these guys move around a lot, it can be hard to hit them with the SCAR gun.



In the far left corner a container sits on top of two others. Climb to the top.



A bounty card (#10) rests on top.





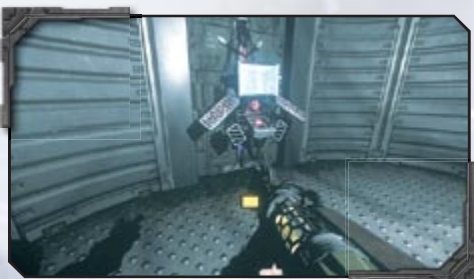
Now make your way to the back of the room to this door.



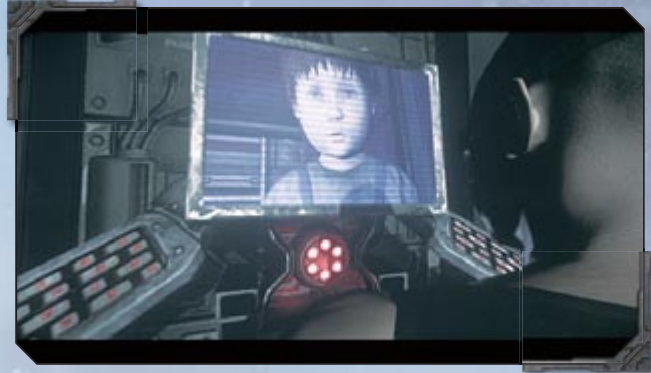
Swipe the executive card at the key pad to open the door.



Enter and heal yourself at the NanoMed health unit.



Then activate this comm station.



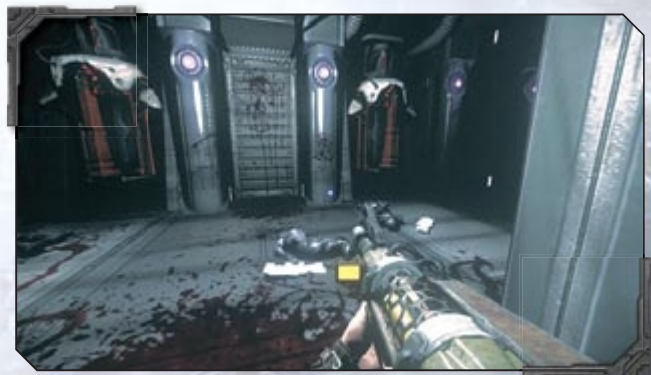
Riddick contacts Lynn. She sabotaged the *Athena's* engines so it would have to stay here in the hopes that you would return. Lynn has also managed to take control of some drones.



Revas and her mercs are at the door. Just as they are about to open it to get you, something happens. Lynn has taken over the drones in this area and killed the mercs.

## Objective

**Revas is escaping. Chase her down.**

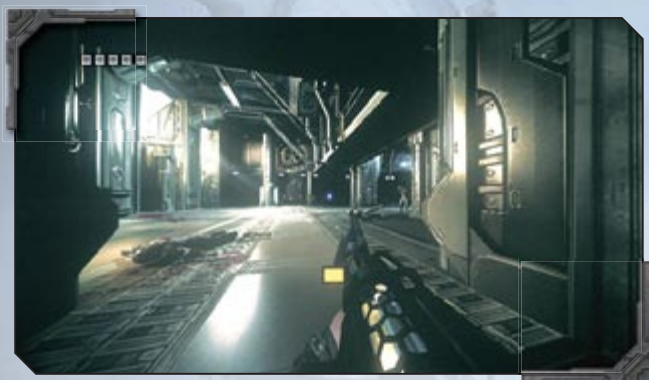


Exit the room and survey the carnage.





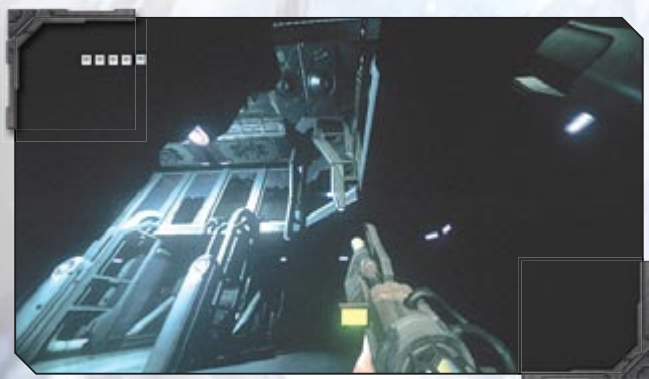
Turn left and follow the corridor around to the end.



Go through the door at the end and kill the two mercs here.



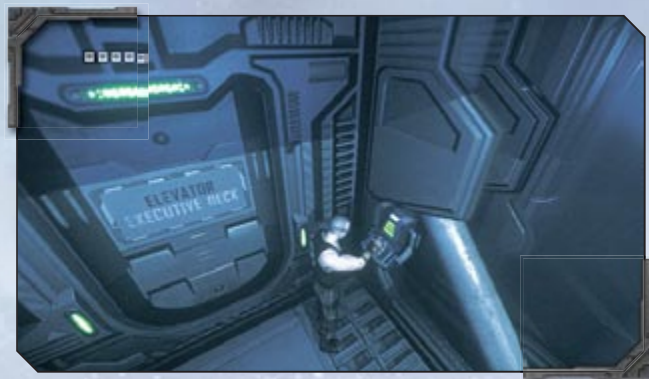
There are more up on the walkways to the right.



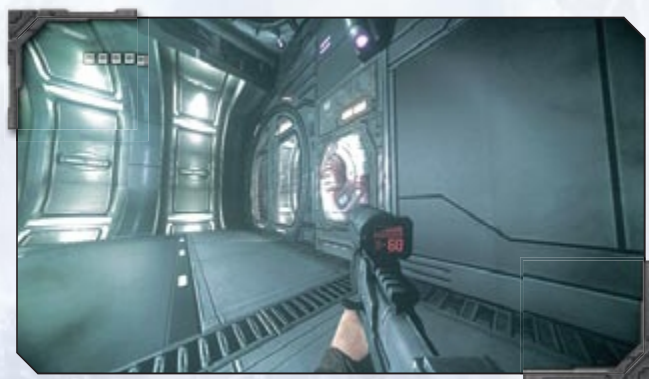
Move into the shadows on the right, under the walkways, and kill the mercs as they come into view.



Or, instead of killing them, just head for this executive elevator on the right side of the room.



Use your executive card to enter the elevator as well as to operate it and send it to the level where prototype testing and the showroom are located.



Once you arrive at your level, exit the elevator and head right. Use the NanoMed unit on the wall if you need to heal.



## Finale to the *Dark Athena*

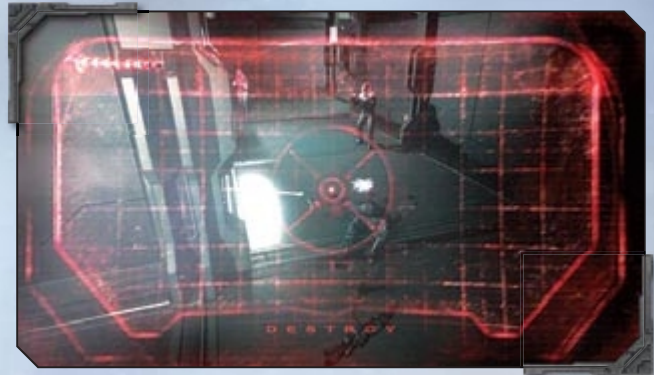


Turn around and go through this door.

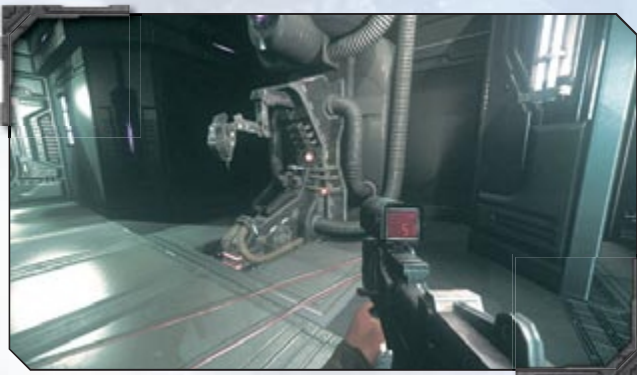
Turn left and kill the two mercs in the hallway.



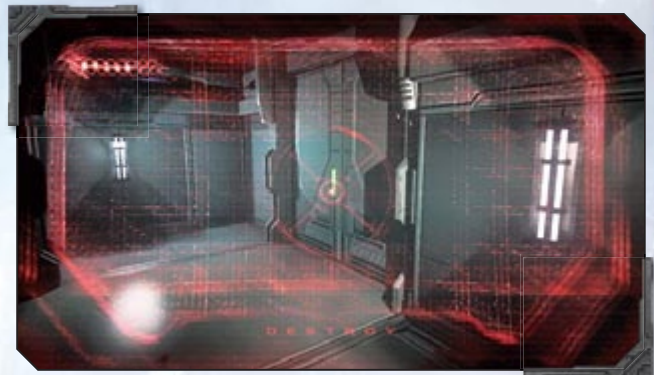
Go all the way to the back of the room and turn left. Shoot out the glass and move in to pick up the last bounty card [#60].



Continue down the corridor. At the intersection, you run into several more mercs. Fire a grenade to kill several mercs all standing near each other.



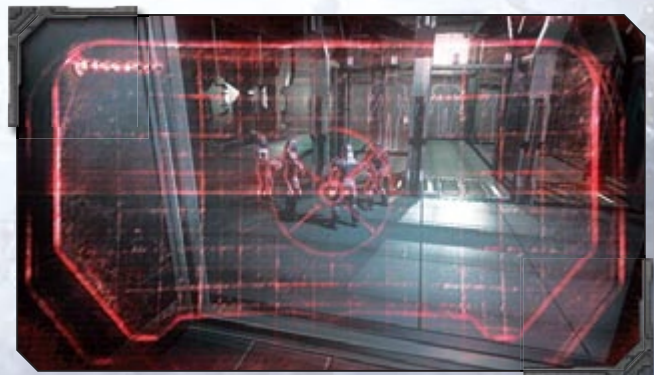
Now walk over to the alpha drone control station and activate it.



Follow the corridor, staying to the left as you go. Eventually you come to this green-lit door on the right.



You are now in control of an alpha drone. The fire button lets you shoot machine guns while the alternative fire button fires grenades. Walk out the door.



Walk close to the door so it opens, and then fire a grenade right into the middle of all these mercs to kill them with a single blast.

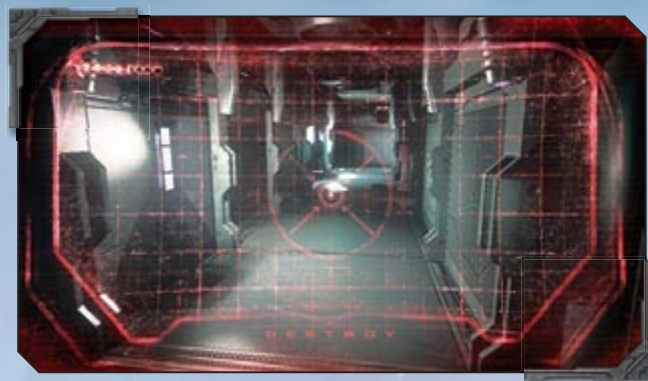




Lynn is in a shaft to the left. Walk over to her.



As you approach, tell her to climb onto your drone.

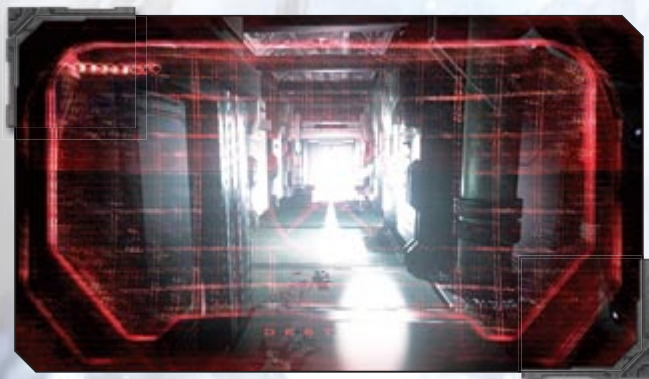


As you advance through the corridors, Lynn tells you which way to go at the intersections. Follow her directions and kill all the mercs along the way.

Eventually you enter an alpha drone room. Walk over to the green-lit shaft.



Let Lynn get off the drone and climb into the shaft. She opens the locked doors so you can get to Revas.

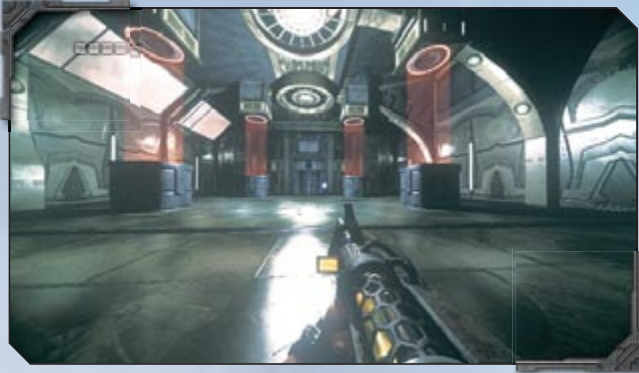


Exit the room and turn left. Fire grenades and machine guns at the mercs ahead of you.



You automatically disconnect from the alpha drone. Exit the control room and head across the hall to the open door to the left of the NanoMed unit.

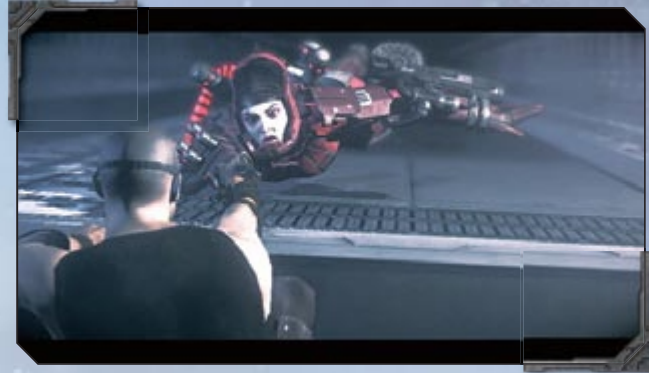




This room is the elevator lobby. Switch to your SCAR gun if you are not already holding it. Fire at the yellow elevator controls at the end of the room to open the elevator shaft. This will save you a shot and time later.



As you approach the elevator, a missile fires from the corner. Revas has made her appearance.



Riddick grabs Revas's hand as she hangs on to the ledge of the shaft. However, she falls away down the shaft.



Riddick and Lynn now have control of the *Athena*. The game is complete. Congratulations!

## TIP

Now try the game on a harder difficulty level.

The key to winning this fight is to knock Revas back into the elevator shaft. Fire a SCAR round at her, but do not detonate it until she is right in front of the shaft. Then when she gets pushed back and falls down, fire another round and detonate. Fire and detonate a third round to push her over the edge.





# Multiplayer

While going up against mercs and drones can be challenging, there is nothing like competing against other players. The multiplayer aspect of the game offers fast-paced combat against other people who are all gunning for you. Let's take a look at what kind of havoc you can wreak.

## The Game Modes



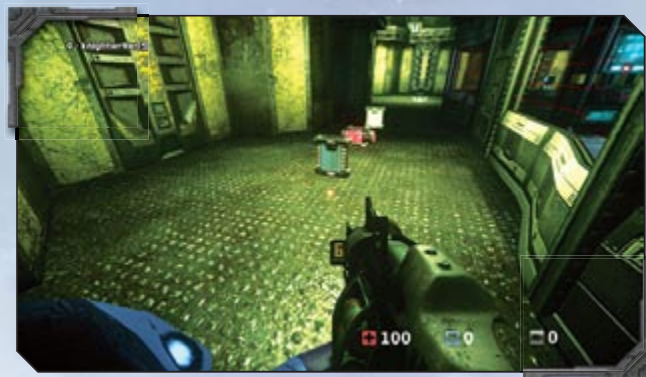
*The Chronicles of Riddick: Assault on Dark Athena* offers six game modes. Each has its own unique flavor and can be played on two or more different maps. Some game modes are designed for individual achievement and initiative, while others require teamwork. You will recognize some of the old standbys. However, be sure to try out some special games designed specifically for Riddick and his style of play.

### Deathmatch

**Maps Available (# of Players):** Fate's Dam (2–4), The Hive (4–8), Desolation Court (6–12), The Factory (6–12)

#### Objective

**Eliminate your opponents.**



**Pick up weapons and ammo right at the start and then get ready for a fight.**

This type of game is every player for him- or herself. This is one of the more chaotic game modes, and you have to keep looking around you since everyone else is trying to kill you. Try to grab the good weapons right at the start to give yourself an early advantage, and then go after your opponents. Since you need to pick up ammo for your weapons, you can't stay in one spot too long. Keep moving and picking up ammo—not only to use yourself, but to deny it to your enemies.

### Team Deathmatch

**Maps Available (# of Players):** Coldrock Mines (6–12), Vexeer 982 (4–8), Desolation Court (6–12), The Factory (6–12)

#### Objective

**Eliminate the opposing team.**





*Pick up some armor so you can take more damage before being killed.*

This game mode pits one group of players against another—prisoners versus the guards. Since you have allies, work together and communicate with them. In this type of game, stay with a partner so you can support and back up one another. Also, whenever you engage enemies, concentrate your fire on one enemy at a time to get a quicker kill.

## Capture the Flag

**Maps Available (# of Players):** Coldrock Mines [6–12], Vexer 982 [4–8]

### Objective

**Take control of the opposing team's flag and return it to your base.**



*Rush to the flag and bring it back home to score points. Just don't get killed along the way.*

This game mode combines teamwork and killing with retrieving an object from your opponent's base. This forces both teams to go on the offensive. The maps are divided into two camps. You have to infiltrate the enemy territory to capture their flag. A good strategy is to send out a team to go for the flag while another team stays back to defend your own flag. Try

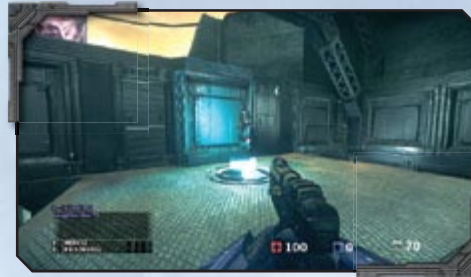
to ambush enemies going after your flag while avoiding enemy ambushes near their flag.

## Butcher Bay Riot

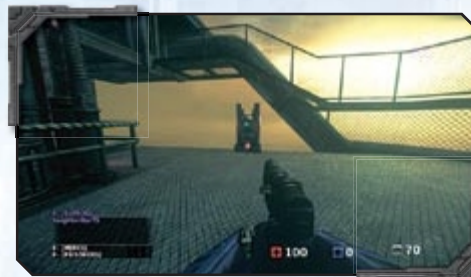
**Maps Available (# of Players):** The Slam [6–12], Vexer 982 [6–12], Firechasm Fortress [6–12], Craterfist Mines [6–12], Desolation Court [6–12]

### Objective

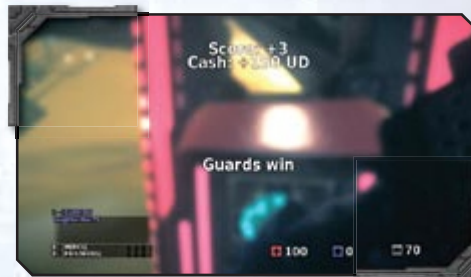
**Take control of the power cell, return it to the opposing team's base, and insert it into the power cell station.**



*The power cell is in the center of the map.*



*Carry it to the opposing team's station.*



*Earn points and cash to buy bigger weapons.*

station. The first team to insert the power cell into the station is the winner for the round. A good tactic is to take your whole team to the power cell and then have one player pick up and carry it while the rest of the team provides cover and protection.

The Butcher Bay Riot is a three-way battle between prisoners, guards, and mercs. In addition to killing opposing players, you must also move to the center of the map to retrieve a power cell. Once you have it in your possession, an icon appears on the screen showing you the direction to your opposing team's power cell



## Pitch Black

**Maps Available (# of Players):** Cold Storage [2–6], M5-113 Crashsite [2–6], Helion Supply Depot [2–6]

### Objective

**Hunt down Riddick. When you kill Riddick, you will become him.**

Pitch Black is a very interesting game. One player begins as Riddick, complete with the eyeshine ability. The rest of the



*Pick up some weapons before dropping down into the dark to go after Riddick.*

players are bounty hunters. Although Riddick can see in the dark, the bounty hunters have to rely on their weapons' flashlights. When one player manages to kill Riddick, he or she then takes over the role of fugitive.

## Arena

**Maps Available (# of Players):** Hell's Eye [2–8], Vulture Cage [2–8]

### Objective

**Compete in one-on-one or two-on-two duels. The winner stays for the next match.**

Arena games are quick and tough. Both maps are small and enclosed, with very little cover. Players are assigned to fight



*The Arena maps are small, so there is nowhere to run. You just have to fight it out.*

duels individually or as pairs. When one side is defeated, the winners stay in the arena and then get to take on the next challenger(s). Unlike in most of the other game modes, there are no weapons, ammo, or other goodies to pick up. This is just a straight fight.

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## General Multiplayer Tactics and Strategy

- Each battle starts off with a 20-second warm-up. Though you can't kill enemies or pick up weapons or ammo, use this time to see where the good stuff is located, so that as soon as the warm-up is over and you return to your starting position, you know where you want to run to first.
- Keep moving. If you stay in one place, you are a much easier target for the enemy to hit than if you are moving around.
- The grenade launcher can be quite powerful with a little practice. Remember that the grenades are fused and detonate about three seconds after you fire—not on impact. Fire them around corners and aim at the feet of enemies rather than at their bodies to increase the potential damage.
- Use cover as much as possible. Get behind a wall or other object and lean around the corner to reduce the amount you expose yourself to the enemy.
- Take some time to aim for the enemy's head. You can kill more quickly and with fewer rounds by exercising a bit of patience.
- When using assault rifles and SMGs, fire in short bursts. These are more accurate than full automatic fire, and you will conserve your ammo.
- Grab armor early and often. In a fight among equals, the player with the body armor will win.
- When playing team game modes, talk to your team. The team that communicates has the advantage over the group of lone wolves.
- Learn the maps. Create a game and then enter a map by yourself and just walk around looking at things. Focus on where you can find cover, how to get to objectives such as flags or power cells, and where darkness and shadows can be your friend.
- Don't forget to reload your weapon after an engagement. Always have a full clip in your weapon when you start another firefight.
- Unless playing Deathmatch or Pitch Black, try to pair up with a partner and work together. This works even better when you are armed with different types of weapons. When using a sniper rifle or grenade launcher, make sure your partner has an assault rifle to help protect you.
- Play, play, play! The more you play against other players, the better you will become. Even if you are getting killed a lot initially, don't give up. The more practice and experience you get, the better you will do.



# Appendix A

## Bounty Card Locations

### 1: Jimmy Greshner



**Level:** Village Square **Page:** 107

**Details:** Under the destructible scaffold to the left of the room card #21 is in.

### 2: Harry Pentwine



**Level:** Main Decks **Page:** 67

**Details:** Climb the ladder and walk around to the left and to the end of the corridor.

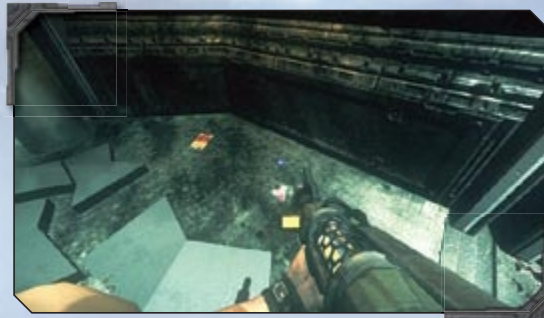
### 3: Miss Kissy



**Level:** New Venice South **Page:** 99

**Details:** When facing the supply depot door (the one you unlock with the key) it is in the alcove to the left.

### 4: "Lucky" McFall



**Level:** Starport **Page:** 131

**Details:** Use the alpha drone's grenade to blow up the explosive barrel above the corner it comes round. A door blows off as the roof collapses. The card can be found in there.

### 5: "Bouncer" Reckwin



**Level:** Main Decks **Page:** 68

**Details:** Climb up the ladder and use the hangrail. Walk to the end of the corridor.

### 6: Horis Mondlion



**Level:** Alternator **Page:** 55

**Details:** In the vent immediately to the left after exiting the maintenance control room (four drones patrolling in a square room; use the lift as a bridge)



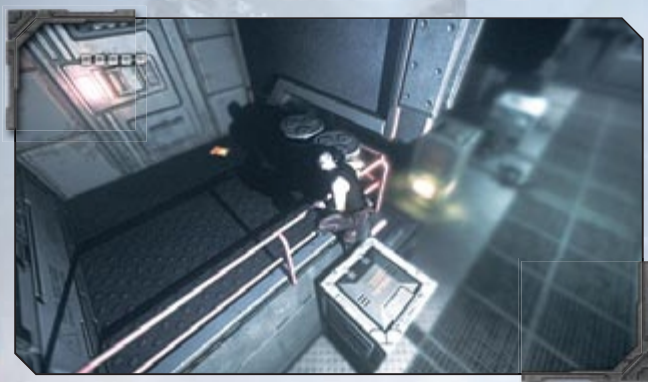
## 7: Jaybird Fries



**Level:** Cargo Bay **Page:** 35

**Details:** Under the first hangrail.

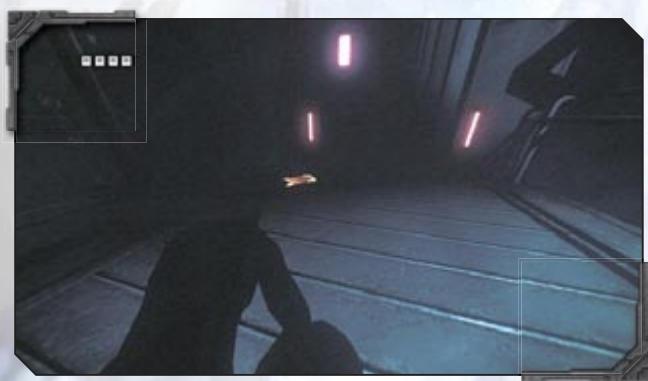
## 8: Drayson Grey



**Level:** Drone Mile **Page:** 77

**Details:** On the ledge above you just before you go through the door to meet the mech.

## 9: Chugger Slich



**Level:** Cargo Bay **Page:** 39

**Details:** After acquiring the ulaks, climb the ladder and drop down to the right in the first cargo bay area.

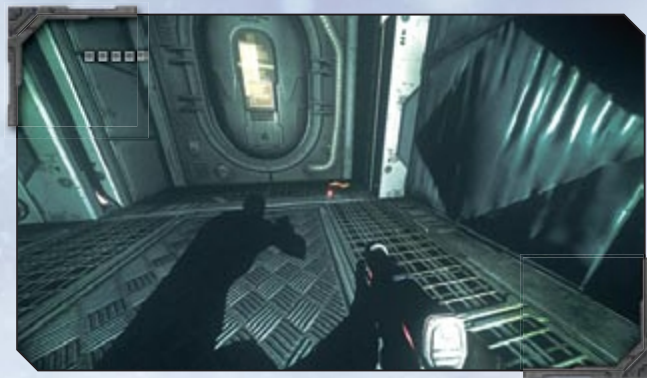
## 10: Tocker Pudwill



**Level:** Executive Quarters **Page:** 134

**Details:** Above a box on the far left as you come into the first room.

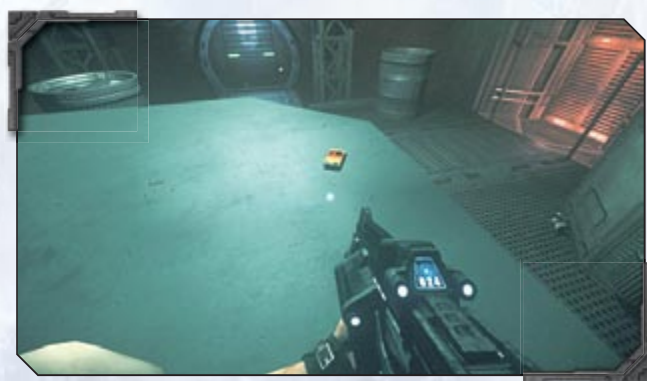
## 11: Nexta Ignernrt



**Level:** Main Decks **Page:** 64

**Details:** Opposite you when you leave the first room.

## 12: Crank Richters



**Level:** Starport **Page:** 130

**Details:** On top of the structure opposite the elevator. Use the ledge on the left to jump up.



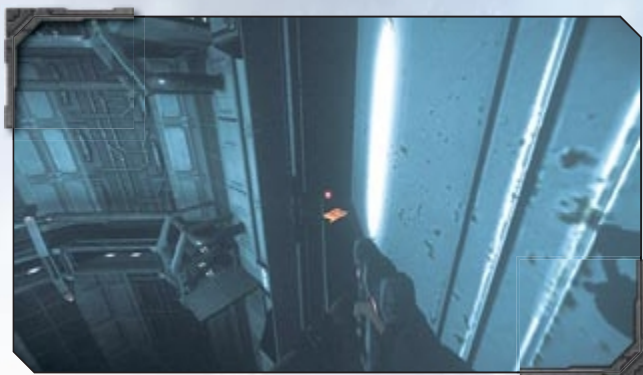
## 13: "Big Daddy" Bullocks



**Level:** Drone Mile **Page:** 76

**Details:** Behind boxes at the far end of the room you enter when leaving the vent shaft.

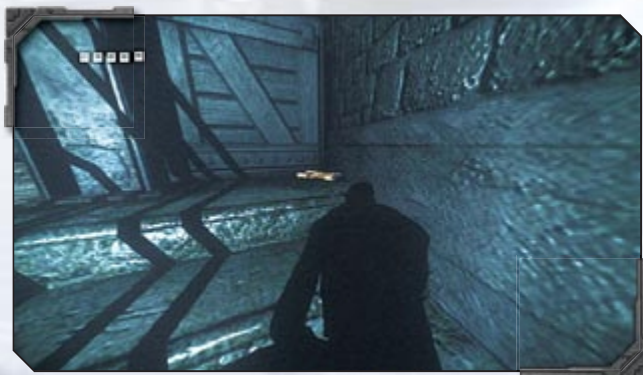
## 14: Clubber Brassbat



**Level:** Drone Mile **Page:** 71

**Details:** When you see the gravity core for the second time, and the mercenary closes the blast door, there is a ledge to the left with a card at the end.

## 15: Pally Peedleborn



**Level:** Culvert **Page:** 92

**Details:** On the stairs that you meet the first killable drone on.

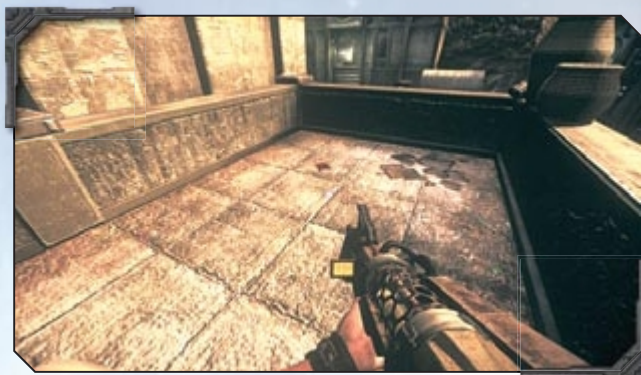
## 16: "Screamer" Streger



**Level:** Hangar Bay **Page:** 88

**Details:** On top of raise-able platform number 2.

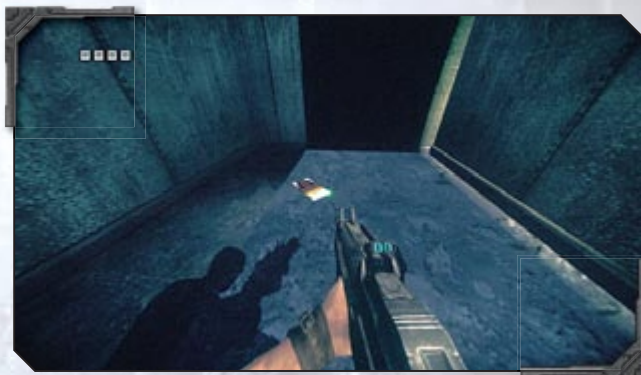
## 17: Acora Minola



**Level:** Old Town **Page:** 114

**Details:** From the hole, climb the boxes and up to the ledge above. The card is up there.

## 18: Cornwall Sanders



**Level:** New Venice North **Page:** 111

**Details:** When the spider turret appears, go left down the stairs, then down the next flight of stairs. There is a vent with the card inside.



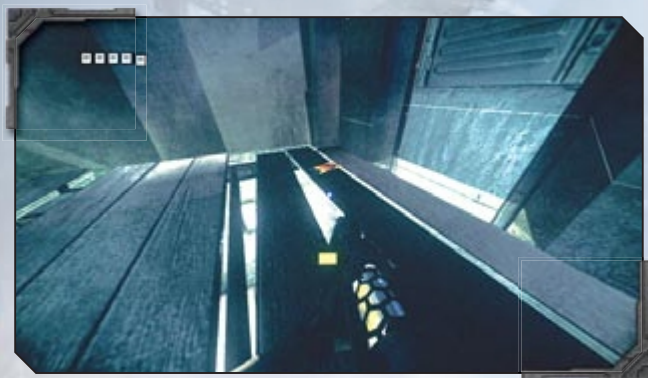
## 19: Tagger Nills



**Level:** Cargo Bay **Page:** 43

**Details:** To the right of the exit, on the ground level—not the raised level the exit is on.

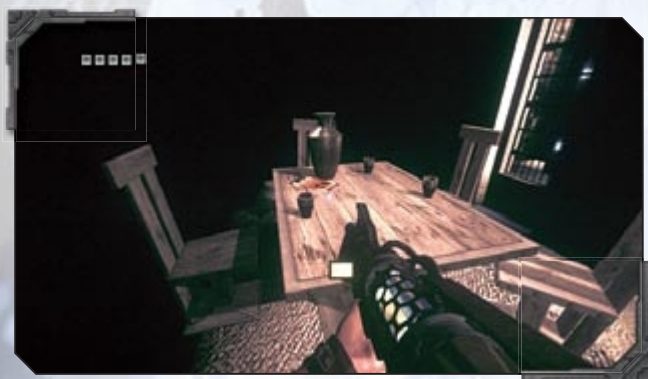
## 20: Holly Jo



**Level:** New Venice North **Page:** 111

**Details:** In the room where you get the Gabriel mission. Climb up the ledge opposite the video link and into the rafters.

## 21: Slinger Remnan



**Level:** Village Square **Page:** 106

**Details:** In the room with two destructible doors to the left of the main gate.

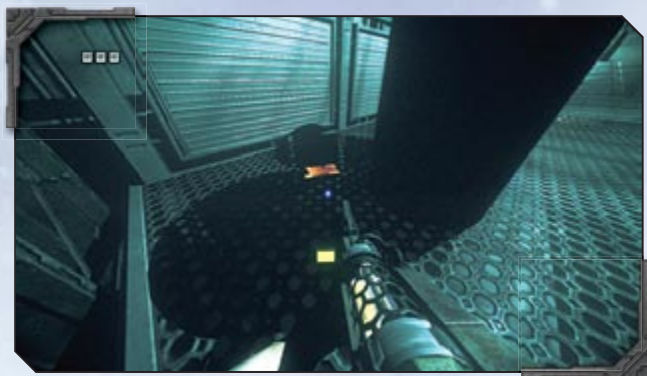
## 22: Karl Merrystar



**Level:** Drone Mile **Page:** 69

**Details:** When you see the gravity core for the first time, there is a light above and to the left. In front of the light is a console, with its back facing the gravity core. The bounty card is behind the console.

## 23: Uric VanDevlin



**Level:** Starport **Page:** 126

**Details:** Behind the first two barrels on the level.

## 24: Lawrence "Render" Unconscious

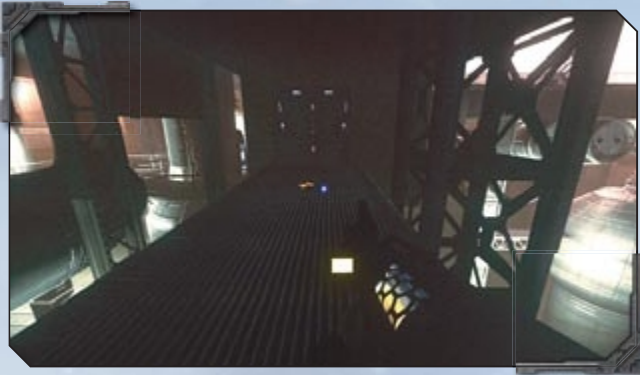


**Level:** Crew Quarters **Page:** 48

**Details:** In the second shower room just before Iron Lord.



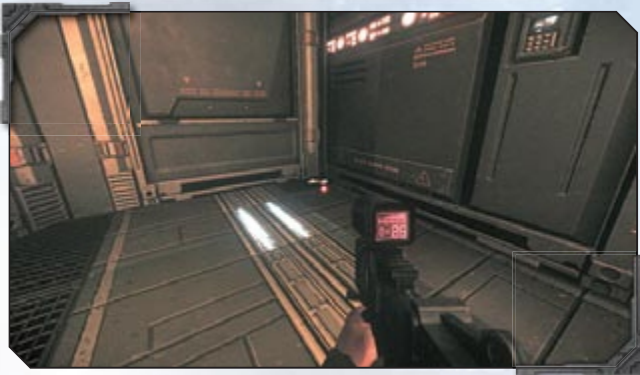
## 25: Stinga Yerassa



**Level:** Refinery **Page:** 121

**Details:** After defeating the first two waves of mercs and the drones there is a box that can be SCAR-gunned back to the structure that has a roof support with a spotlight on it. Climb on the box, then up to the structure's roof, then onto the conveyor belt. Walk past the box on the conveyor to the other end. The card is there.

## 26: Hans Larsson



**Level:** Drone Mile **Page:** 73

**Details:** In the last room.

## 27: Trip Strider



**Level:** New Venice North **Page:** 110

**Details:** Use the alpha drone's grenade on the destructible fence near where it is killed.

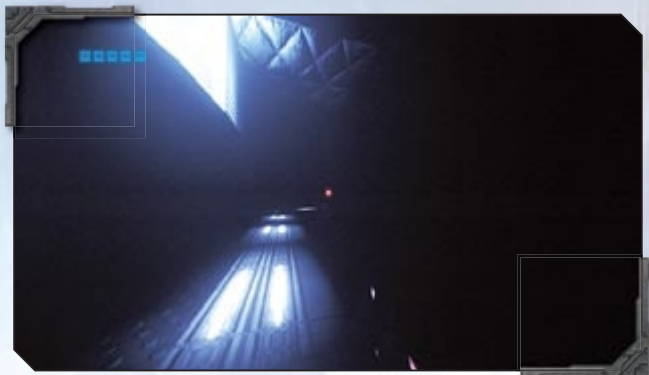
## 28: Bracer Neglina



**Level:** Crew Quarters **Page:** 48

**Details:** On the right-hand side on a table as you walk through the main berthing area.

## 29: Stoney Matheson



**Level:** Red Alert **Page:** 60

**Details:** On the fourth-to-last table in the mess hall area to the right of this walkway.

## 30: Johnny "The String" Casino

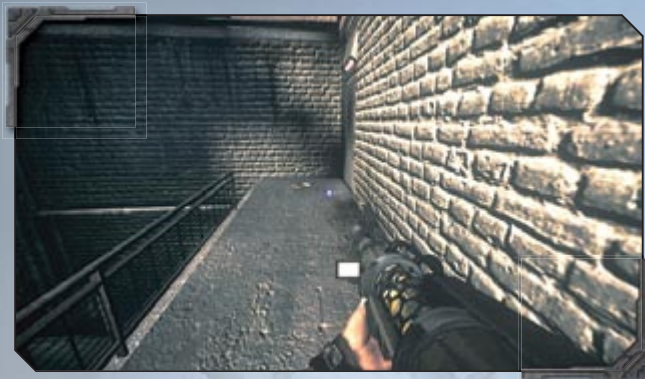


**Level:** Red Alert **Page:** 61

**Details:** Behind some boxes in the room labeled "Storage."



## 31: "Raizer"



**Level:** New Venice South **Page:** 105

**Details:** Above the exit to the level. Use the hangrail to get across.

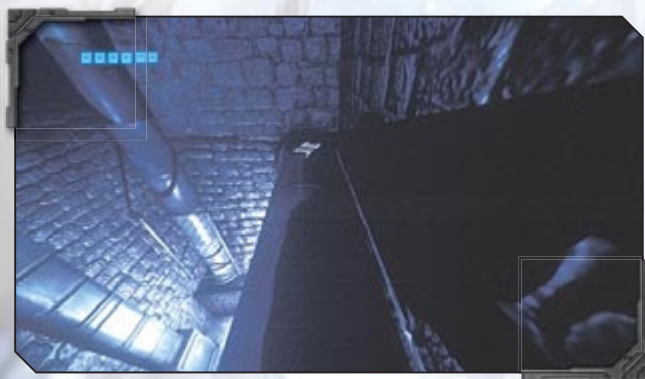
## 32: Serth Yaltrow



**Level:** New Venice South **Page:** 100

**Details:** On top of the supply depot.

## 33: Dally McLester



**Level:** Culvert **Page:** 96

**Details:** On some pipes next to the secret NanoMed health station.

## 34: Jestin Thrints



**Level:** Cargo Bay **Page:** 39

**Details:** After acquiring the ulaks, climb the ladder and use the hangrail behind and to the right to go around the right-hand side of the room to the ledge.

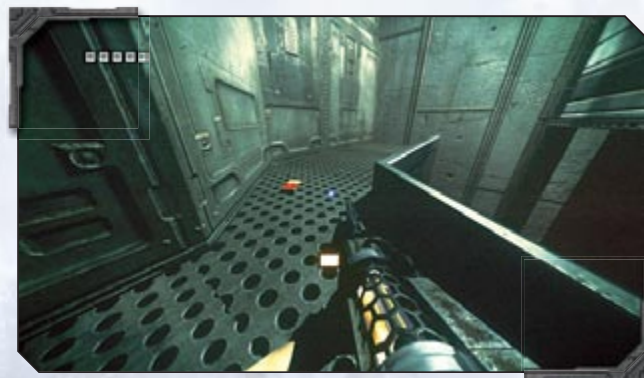
## 35: Manje Curr



**Level:** Tutorial **Page:** 29

**Details:** After climbing the first ladder.

## 36: Corison Manguard

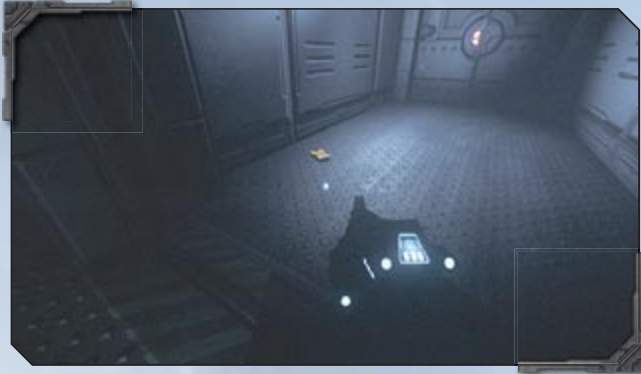


**Level:** Refinery **Page:** 125

**Details:** Around the back of the building to the right before you go through the door to the level exit.



## 37: Flamer Patrice



**Level:** Drone Mile **Page:** 75

**Details:** When you enter the recycling trap door room, it is on the right in the alcove.

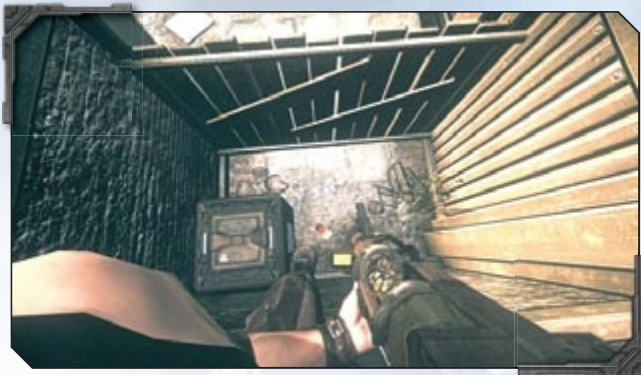
## 40: Matt Docrew



**Level:** Hangar Bay **Page:** 86

**Details:** In the vent underneath the raise-able pillars.

## 38: Zimto Rager



**Level:** Old Town **Page:** 117

**Details:** Behind the wooden fence to the left as you exit the arena.

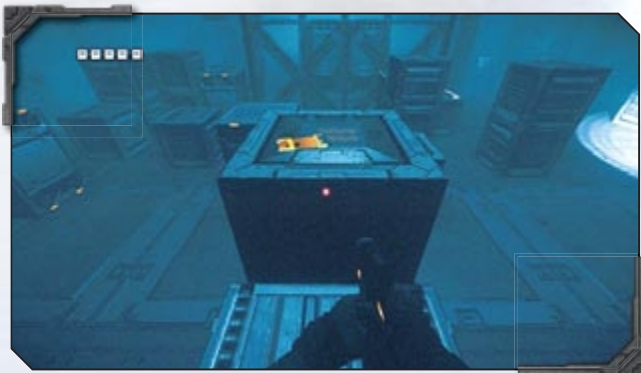
## 41: Alain Isrea



**Level:** Main Decks **Page:** 66

**Details:** On top of boxes in drone control room.

## 39: Conyard Pudack



**Level:** Alternator **Page:** 55

**Details:** On top of boxes in the middle of the large cargo area you enter after climbing the stairs and then jumping up onto a ledge. [The floor below floor labeled as 6.]

## 42: Babcock Walters

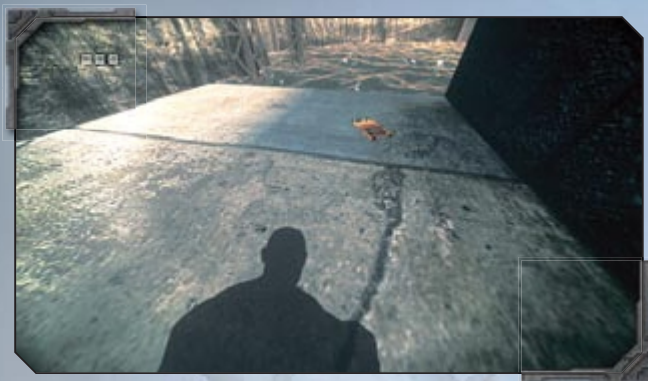


**Level:** Drone Mile **Page:** 75

**Details:** Opposite the first Nanomed health unit, to the left of the vent hatch.



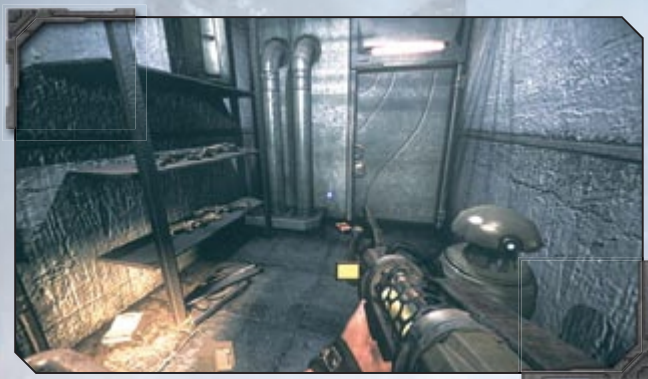
## 43: Fravin Candown



**Level:** New Venice South **Page:** 100

**Details:** Round the side of the supply depot.

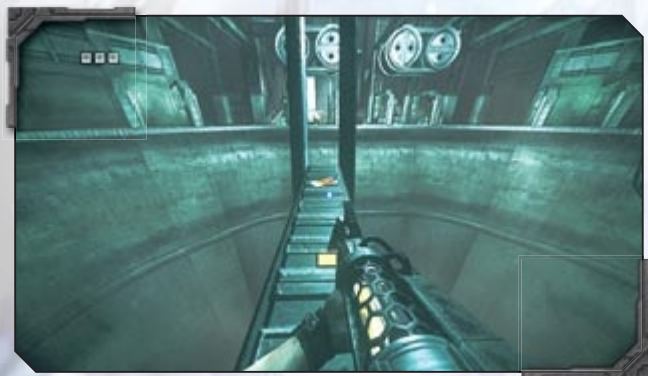
## 44: "Croucher" Ulong



**Level:** Old Town **Page:** 118

**Details:** Behind the destructible fence to the right of the last alpha drone in the level.

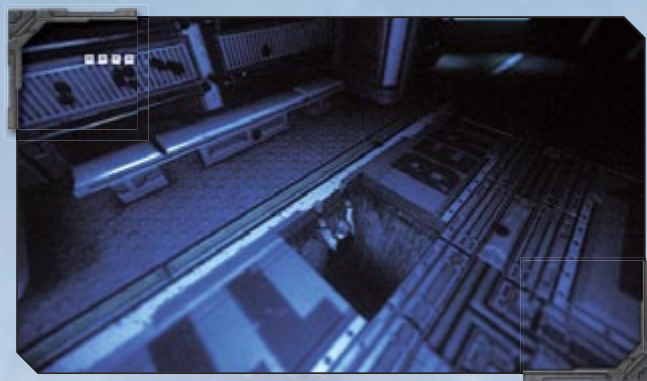
## 45: Ty Withrope



**Level:** Starport **Page:** 128

**Details:** On the bottom of the third support spar of the bridge over the large open area. Use the pipe on the left to walk down.

## 46: Nedrick Veran



**Level:** Red Alert **Page:** 59

**Details:** Use the tranquilizer gun to shoot out the grate under the TV when you enter the level. The card is in the hole.

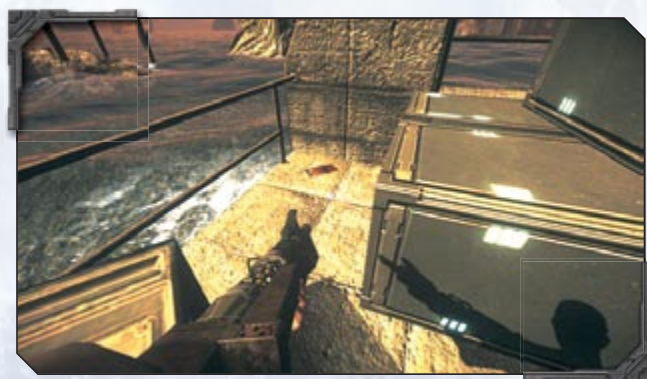
## 47: "Madhouse" Magee



**Level:** Crew Quarters **Page:** 49

**Details:** On the table in Margo's room.

## 48: Marck Killinfel

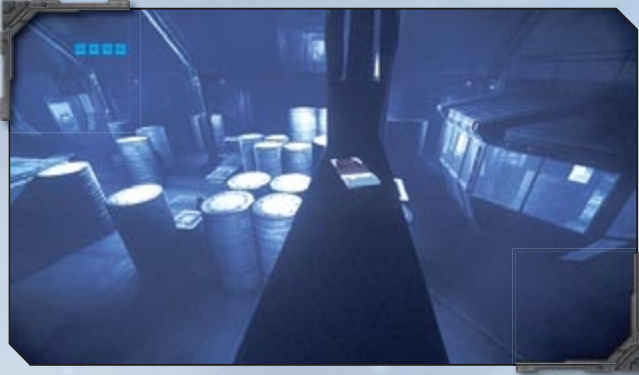


**Level:** New Venice North **Page:** 112

**Details:** At the end of the pier accessible by destroying the doors from the Gabriel mission room.



## 49: "Polarbear" Mygaw



**Level:** Cargo Bay **Page:** 39

**Details:** After acquiring the ulaks, climb the ladder and use the hangrail behind and to the left to edge to the second ceiling support. The card is there.

## 50: Ben Dere



**Level:** Old Town **Page:** 114

**Details:** Down the hole in front of you as you come out of the level entrance.

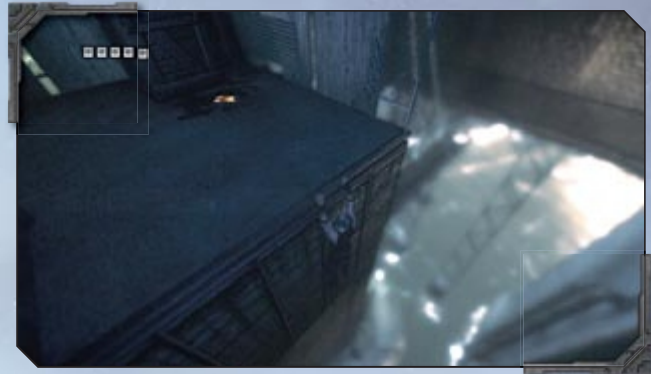
## 51: Kivak Ragellen



**Level:** Refinery **Page:** 125

**Details:** When returning from acquiring card #36, card #51 can be seen a level below as you walk along the narrow path. The structure it is behind has a spider turret on it when you enter this part of the level, and is directly in front of you.

## 52: Veris Braggina



**Level:** Culvert **Page:** 94

**Details:** Behind the fence opposite and above the control room door. Shimmy along the ledge.

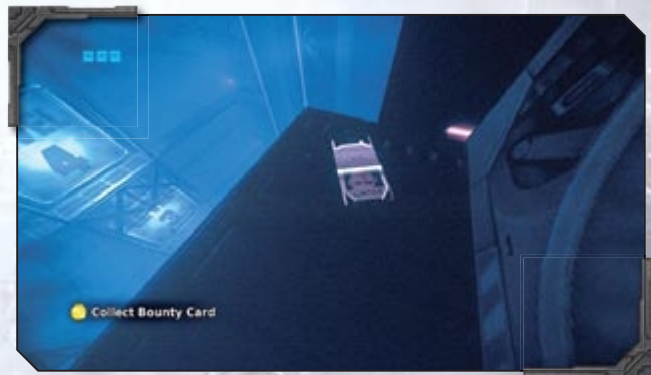
## 53: Treakin Badba



**Level:** Crew Quarters **Page:** 47

**Details:** At the end of the corridor to the left of the TV when entering the level.

## 54: Helium Brown

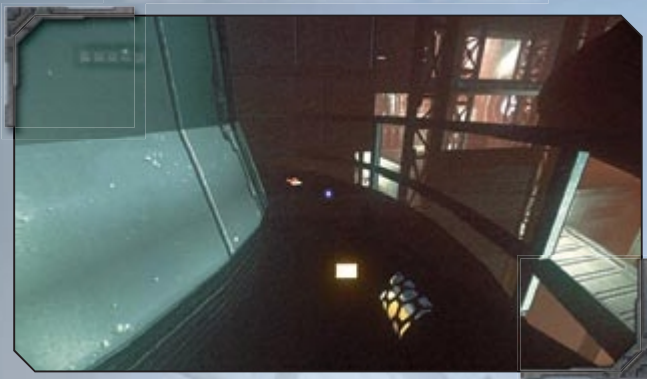


**Level:** Alternator **Page:** 52

**Details:** Above the top level of the box maze.



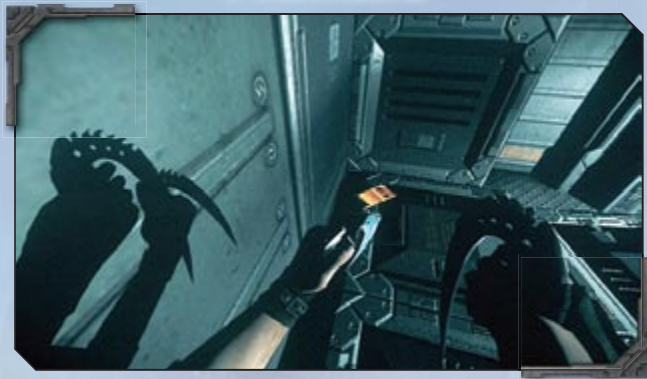
## 55: Bresser Ratt



**Level:** Refinery **Page:** 124

**Details:** Can be seen from where you pick up card #25. It is on top of the far right bulbous circular pillars, on the opposite side to the "Unlock containment sector" switch.

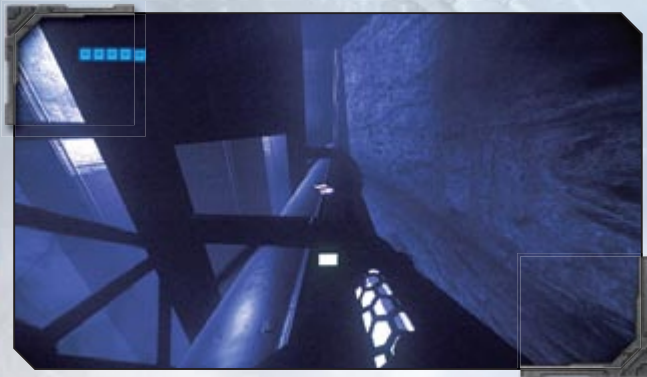
## 58: Ethan "The Bullet" Fromere



**Level:** Red Alert **Page:** 61

**Details:** Behind the box in front of you as you exit the vent.

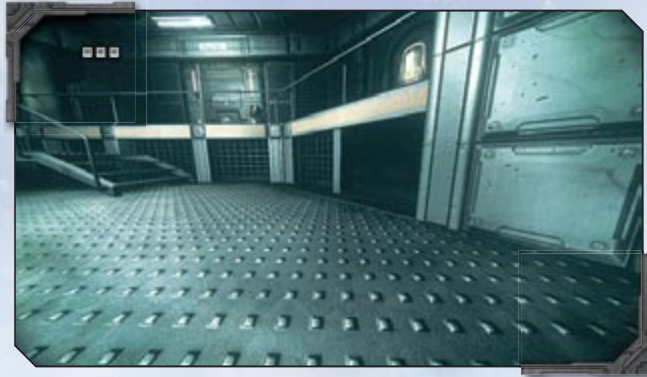
## 56: Kaiula Beni



**Level:** Refinery **Page:** 123

**Details:** When facing the "Unlock containment sector" switch, there is a pipe below and to the left. Jump down onto it, turn left, and follow it to the end. The card is there.

## 59: George Homely



**Level:** Cell Decks **Page:** 45

**Details:** In the vent behind the stairs to the prisoner area.

## 57: Programmer Jay



**Level:** Drone Mile **Page:** 72

**Details:** In the corridor before the last room, in between some boxes.

## 60: Pressy Banba



**Level:** Executive Quarters **Page:** 137

**Details:** When entering the alpha drone control room, at the back on the left is a window; shoot the window out and the card is behind it.



# Appendix B

## Xbox 360 Achievements

Name	Requirement	GamerPoints
Chain Smoker	Collect all cigarette packages.	20
Bell Boy	Complete all side missions in Butcher Bay.	20
Stealth Master	Get through the cargo bay without being noticed.	20
Master of Drones	Complete the Main Decks checkpoint using only two drones.	20
Margo's Locker	Find and open Margo's locker.	10
Miles's Letter	Help Miles and transmit his message.	10
Bounty Hunter	Collect all bounty cards.	30
Winner level 1	Win 10 matches.	15
Basic Weapon Handling level 1	Kill 10 people.	10
Basic Weapon Handling level 2	Kill 1,000 people.	20
Advanced Weapon Handling	Prove that you can use your weapon under difficult circumstances.	15
Killer	Get a 4-kill-long kill streak. Get a double kill. Get the first kill in a match.	10
Murderer	Get an 8-kill-long kill streak. Get a triple kill. Get the last kill in a match.	20
Hero	Capture a flag. Capture a power cell. Win a round alone against at least three enemies.	20
Juggernaut	Keep on going no matter what.	20
Underdog	Never give up.	20
Sniper Master	They'll never see it coming.	20
Explosive Master	BOOM!	20
Trigger Happy!	Don't stop firing until you are sure you are out of ammo.	20
Melee Expert	Close and personal.	20
Funwrecker	Ruin someone's day.	20
Medium Security Jail Break	Complete the Escape from Butcher Bay campaign on normal difficulty.	30
Master of Athena	Complete the Assault on Dark Athena campaign on normal difficulty.	30
Winner level 2	Win 100 matches.	30
Basic Weapon Handling level 3	Kill 10,000 people.	30
Dominator	Get a 12-kill-long kill streak. Get a quadruple kill. Get the first and last kill in a match.	40
High Security Jail Break	Complete the Escape from Butcher Bay campaign on hard difficulty.	50
Champion of Athena	Complete the Assault on Dark Athena campaign on hard difficulty.	50
Winner level 3	Win 1,000 matches.	50



Secret Achievements		
Name	Requirement	GamerPoints
Main Frame Hack	Find the Butcher Bay mainframe and input your DNA.	10
Eye Shine	Find Pope Joe and let him perform the eyeshine surgery.	10
Kill Abbott	Get the opportunity to kill Abbott.	10
Ring Fight Champion	Beat all competition in the Tower 17 ring.	10
Control a Riot Guard	Find and control a riot guard.	10
Kill a Heavy Guard	Find and kill a heavy guard.	10
Control a Heavy Guard	Find and control a heavy guard.	10
Kill Rust	Find Rust and kill him.	10
Open the Vents	Get a Dark Athena vent tool.	10
Control an Alpha Drone	Find and control an alpha drone.	10
Kill an Alpha Drone	Find and kill an alpha drone.	25
Melee Master	Find and beat Iron Lord.	25
Kill Spinner	Find and kill Spinner.	25
Ulaks	Find and equip yourself with a pair of ulaks.	10
Rebel	Start a riot on the Athena.	20
Control a Mech	Find and control a mech on the Dark Athena.	20
Escape the Athena	Find a way out of the Athena.	30
Honest Fighting	Find and kill Jaylor in a fair fistfight.	25
SCAR Gun	Find and equip yourself with a SCAR gun.	10
Sniper Rifle	Find and equip yourself with a sniper rifle.	10
Gabril	Find and help Gabril.	10
Total		1000

## PLAYSTATION 3 Trophies

Name	Requirement	Trophy
Chain Smoker	Collect all cigarette packages.	Bronze
Bell Boy	Complete all side missions in Butcher Bay.	Bronze
Stealth Master	Get through the cargo bay without being noticed.	Bronze
Master of Drones	Complete the Main Decks checkpoint using only two drones.	Bronze
Margo's Locker	Find and open Margo's locker.	Bronze
Miles's Letter	Help Miles and transmit his message.	Bronze
Bounty Hunter	Collect all bounty cards.	Bronze
Winner level 1	Win 10 matches.	Bronze
Basic Weapon Handling level 1	Kill 10 people.	Bronze
Basic Weapon Handling level 2	Kill 1,000 people.	Bronze
Advanced Weapon Handling	Prove that you can use your weapon under difficult circumstances.	Bronze
Killer	Get a 4-kill-long kill streak. Get a double kill. Get the first kill in a match.	Bronze
Murderer	Get an 8-kill-long kill streak. Get a triple kill. Get the last kill in a match.	Bronze
Hero	Capture a flag. Capture a power cell. Win a round alone against at least three enemies.	Bronze



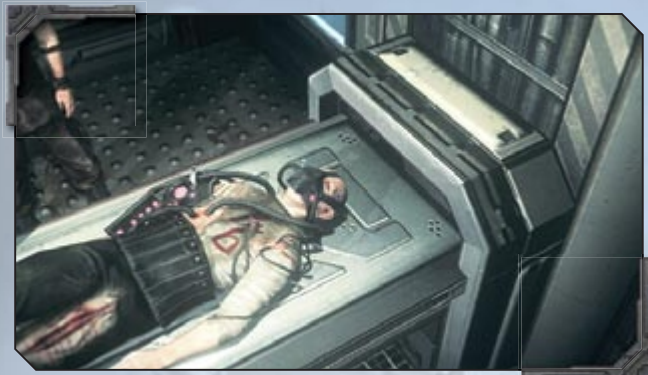
Name	Requirement	Trophy
Juggernaut	Keep on going no matter what.	Bronze
Underdog	Never give up.	Bronze
Sniper Master	They'll never see it coming.	Bronze
Explosive Master	BOOM!	Bronze
Trigger Happy	Don't stop firing until you are sure you are out of ammo.	Bronze
Melee Expert	Close and personal.	Bronze
Funwrecker	Ruin someone's day.	Bronze
Medium Security Jail Break	Complete the Escape from Butcher Bay campaign on normal difficulty.	Silver
Master of Athena	Complete the Assault on Dark Athena campaign on normal difficulty.	Silver
Winner level 2	Win 100 matches.	Silver
Basic Weapon Handling level 3	Kill 10,000 people.	Silver
Dominator	Get a 12-kill-long kill streak. Get a quadruple kill. Get the first and last kill in a match.	Silver
High Security Jail Break	Complete the Escape from Butcher Bay campaign on hard difficulty.	Gold
Champion of Athena	Complete the Assault on Dark Athena campaign on hard difficulty.	Gold
Winner level 3	Win 1,000 matches.	Gold
Platinum	Get all Trophies.	Platinum
Secret Trophies		
Name	Requirement	Trophy
Main Frame Hack	Find the Butcher Bay mainframe and input your DNA.	Bronze
Eye Shine	Find Pope Joe and let him perform the eyeshine surgery.	Bronze
Kill Abbott	Get the opportunity to kill Abbott.	Bronze
Ring Fight Champion	Beat all competition in the Tower 17 ring.	Bronze
Control a Riot Guard	Find and control a riot guard.	Bronze
Kill a Heavy Guard	Find and kill a heavy guard.	Bronze
Control a Heavy Guard	Find and control a heavy guard.	Bronze
Kill Rust	Find Rust and kill him.	Bronze
Open the Vents	Get a Dark Athena vent tool.	Bronze
Control an Alpha Drone	Find and control an alpha drone.	Bronze
Kill an Alpha Drone	Find and kill an alpha drone.	Bronze
Melee Master	Find and beat Iron Lord.	Bronze
Kill Spinner	Find and kill Spinner.	Bronze
Ulaks	Find and equip yourself with a pair of ulaks.	Bronze
Rebel	Start a riot on the Athena.	Bronze
Control a Mech	Find and control a mech on the Dark Athena.	Bronze
Escape the Athena	Find a way out of the Athena.	Bronze
Honest Fighting	Find and kill Jaylor in a fair fistfight.	Bronze
SCAR Gun	Find and equip yourself with a SCAR gun.	Bronze
Sniper Rifle	Find and equip yourself with a sniper rifle.	Bronze
Gabril	Find and help Gabriel.	Bronze



# Appendix C

## Side Missions

### Miles's Letter



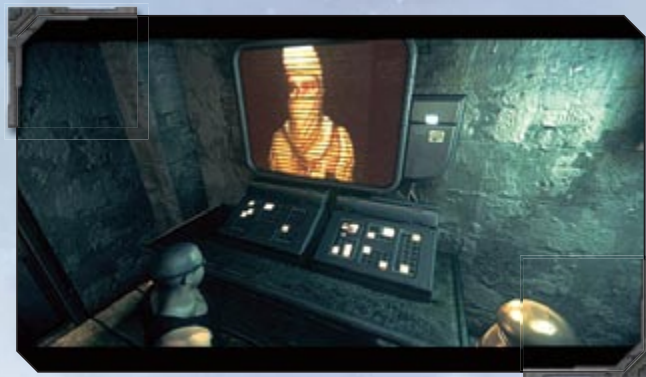
You can find Miles during the Drone Mile checkpoint. After you kill the technicians turning him into a drone, talk to him. He asks you to send a message to his family.

Later during the game, after exiting the mech in the Cell Decks Riot checkpoint, enter this cell on the right side near the door to the control room. Inside you will find Miles's note.

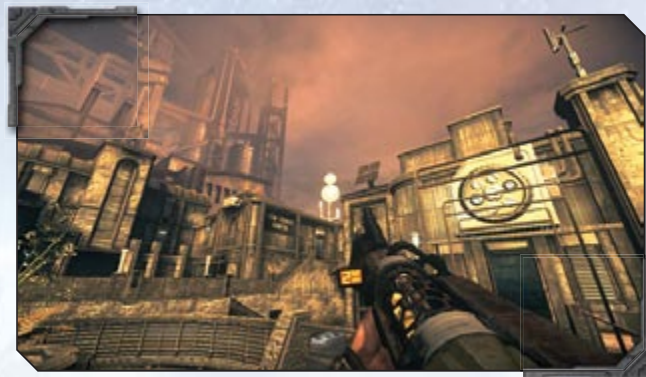


After killing Jaylor and Grinder, then talking to Dacher at the comm station, use the comm station a second time to transmit Miles's message to his family and complete this side mission.

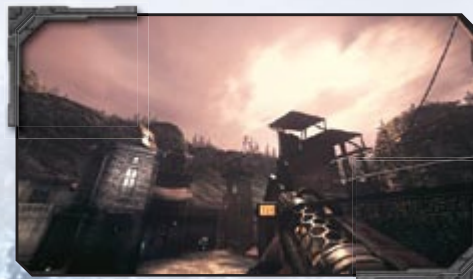
### Gabril's Mission—Destroy the Signal Jammers



When you are in New Venice, use the video link to contact a civilian named Gabril. He asks you to destroy five signal jammers scattered among the islands.



Exit the building through the back door and then turn left to locate the first signal jammer. Destroy it with the SCAR gun. Then turn and destroy the second one near where you killed the alpha drone in this area.



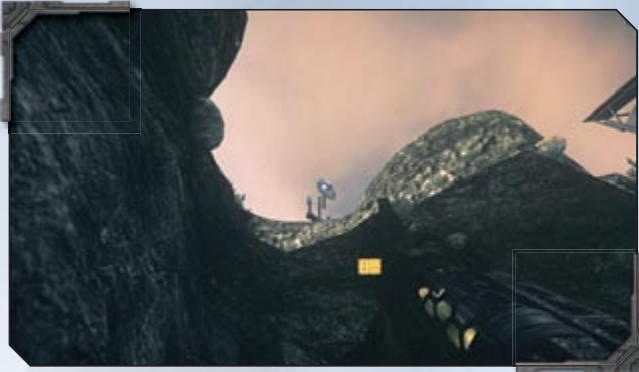
Instead of progressing forward, go back to the Village Square, which is the level right before

New Venice. As you emerge back outdoors, locate the third signal jammer on the hills up ahead.

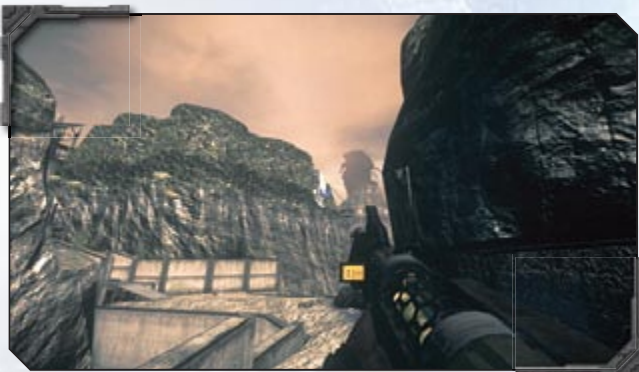
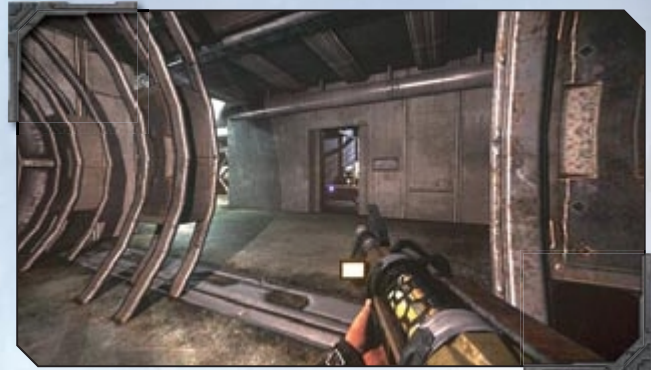




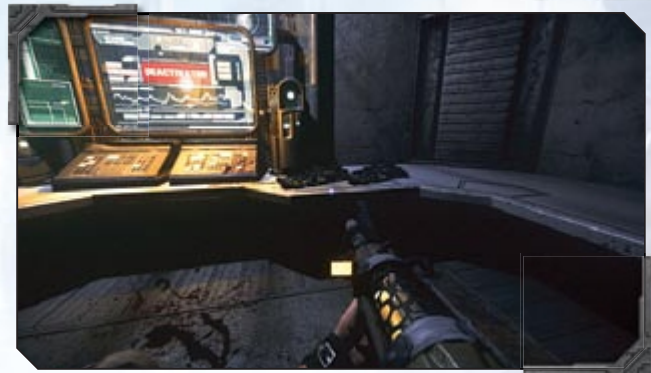
Make your way back to New Venice and use the video link to let Gabril know you have completed his mission. He tells you to meet him when you get to the refinery.



Keep going back to New Venice South, where you met Pavlo. Stay to the right as you advance to the far corner near these stairs. Look up into the hills to find and destroy the fourth signal jammer.



Now make your way towards the building where you picked up the SCAR gun. As you are following the pathway, look to the left to locate the fifth and final signal jammer. Destroy it.



Upon entering the refinery after going through Old Town, walk through this doorway on the right before you get to the elevator. Gabril has been killed. However, he has left you a gift—a sniper rifle and some extra ammo!



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# Yeah. There are *THAT* many.

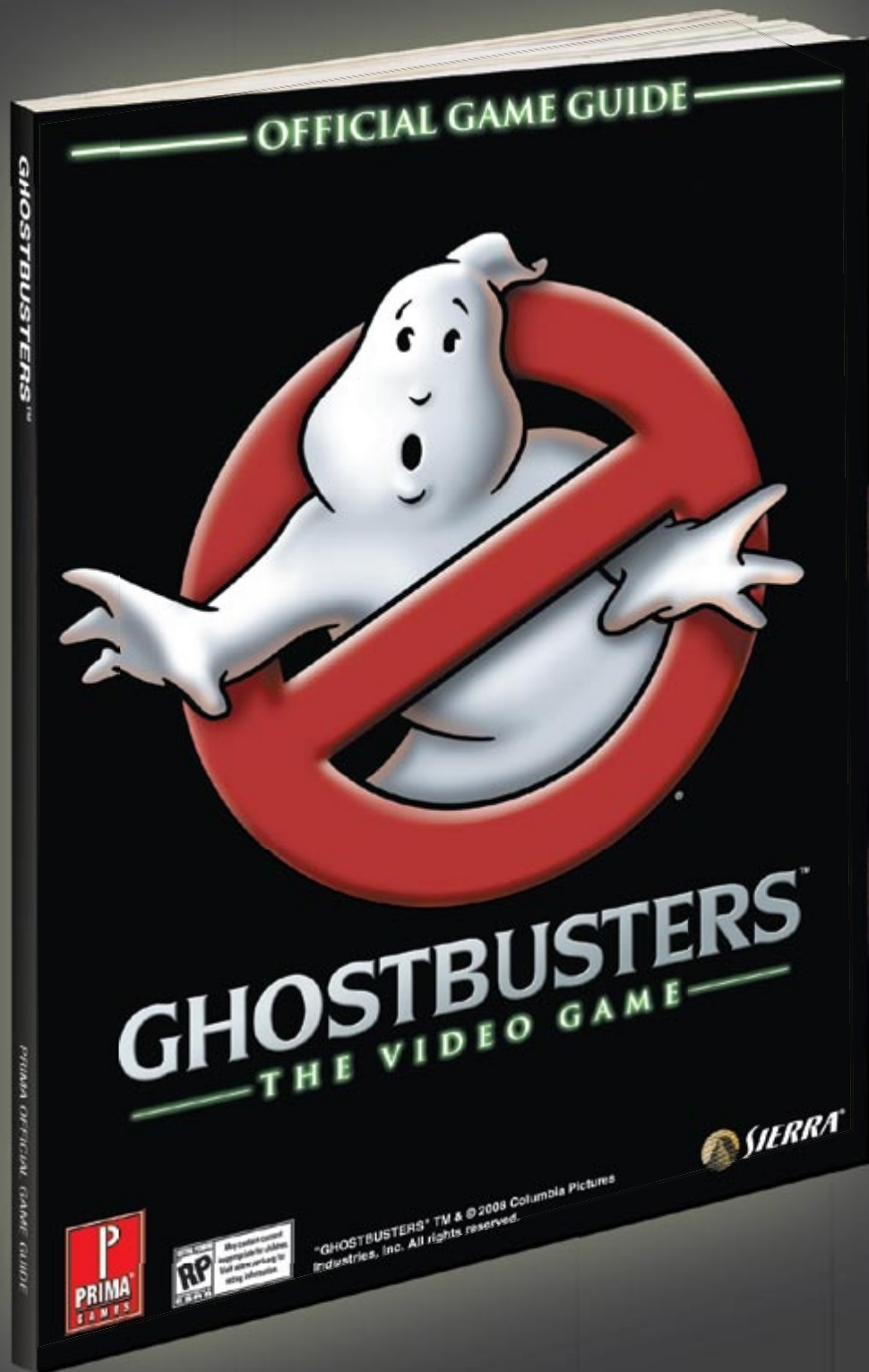
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